



NBA JAMTM

**ONLY
\$9.95!**

OFFICIAL PLAYER'S GUIDE by Corey Sandler

**Strategies &
Secret CodesTM
for SegaTM
GenesisTM &
SNES &
Both Arcade
Versions**

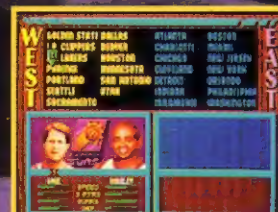


Scouting
Report
by Celtic
Dee Brown,
NBA
Slam Dunk
Champ!

Hidden Players in NBA JAM

The trick begins at the Initials screen. Enter the first two initials from the list below and then move the cursor to highlight the third initial, but do not press any other key. Then press L button, R button, Start, and X or A for Super NES. For Sega, press Start and A, B, or C.

Player	Initials	Super NES Button	Genesis Button
Bill Clinton	ARK	X	A
Al Gore	NET	A	B
Mark Turmell	MJT	A	A
Air Dog	AIR	X	A
Chow-Chow	CAR	X	C
Divita	SAL	X	C
Kabuki	QB_	X	A
Moon	UW_	A	A
P-Funk	DIS	A	C
Rivett	RJR	X	B
Scruff	ROD	X	B
Weasel	SAX	X	C



///BradyGAMES



NBA JAM™

Corey Sandler

Table of Contents

Introduction	III
Pre-game	
Setting Up the Game	2
First Half	
Atlantic Division	8
Central Division	36
Halftime	
Super Secret Codes	64
Dee Brown's NBA JAM Scouting Report	68
Second Half	
Midwest Division	78
Pacific Division	102
Postgame	
Notes from the NBA JAM Arcade Pros	130
Tournament Edition (Arcade)	141

Copyright © 1994 by Brady Publishing

All rights reserved, including the right of reproduction in whole or in part in any form.

Brady Publishing

A Division of Prentice Hall Computer Publishing

201 West 103rd Street

Indianapolis, Indiana 46290

ISBN: 1-56686-145-4

Library of Congress Catalog No.: 93-075012

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 94-1 shows that the first printing of the book occurred in 1994.

97 96 95 94

4 3 2 1

Manufactured in the United States of America

Limits of Liability and Disclaimer of Warranty: The author and publisher of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and procedures to determine their effectiveness. The author and publisher make no warranty of any kind, expressed or implied, with regard to these programs or the documentation contained in this book. The author and publisher shall not be liable in any event for incidental or consequential damages in connection with, or arising out of, the furnishing, performance, or use of these programs.

NBA JAM™; NBA JAM © 1993 Midway. Midway is a trademark of Midway Manufacturing Company. The NBA and NBA JAM Trademarks in the NBA JAM game are used under license from NBA Properties, Inc.; NBA JAM Session is trademarked and owned by NBA Properties, Inc. All rights reserved.; ©1993 Acclaim Entertainment, Inc.; ©1993 NBA Properties, Inc.; Programmed by Iguana Entertainment, Inc.

The individual NBA and member team marks reproduced in or on the NBA JAM game are trademarks which are the exclusive property of NBA Properties, Inc. and the respective teams and may not be reproduced in whole or in part without the written consent of NBA Properties, Inc.

Photos Courtesy of AP/WIDE WORLD PHOTOS; Vernon Maxwell photo courtesy of Bill Baptist, NBA Photos

Publisher

Rick Ranucci

Managing Editor

Kelly D. Dobbs

Production Editor

Tim Cox

Technical Editor

Adam Moseman

Designers

Tim Amrhein

Beverly Hightshoe

Kevin Spear

Alyssa Yesh

Creative Director/Cover Designer

Jay Corpus

Director of Art and Design

Michael Nolan

Imprint Manager

Scott Cook

Production Analyst

Mary Beth Wakefield

Production Team

Gary Adair, Fran Blauw, Brad Chinn,

Kim Cofer, Meshell Dinn, Mark Enochs,

Stephanie Gregory, Jenny Kucera,

Beth Rago, Marc Shecter, Kris Simmons,

Greg Simsic, Carol Stamile, Robert Wolf

Product Marketing Manager

Debra Kempker

Visual Developer

Wilfred Thebodeau, Don Eamon

About the Author

Corey Sandler is a bestselling author of video game and computer books. His recent books include *Inside NBA Showdown*, *Inside John Madden Football '94*, and *Inside NHL Hockey '94* and *Mortal Kombat Fighter's Kompanion*.

You can write to the author at: Word Association, Inc., P.O. Box 2779, Nantucket, MA 02584.

About Dee Brown

We were very honored to have had the opportunity to work with Dee Brown, starting guard for the Boston Celtics and one of the featured players in NBA JAM.

Dee Brown has quietly proven himself to be a solid, creative guard who somehow manages to involve himself in nearly every play of the game. In fact, Brown is capable of flying better than players with an extra foot of height: he won the NBA's Slam Dunk Contest in Charlotte in 1991.

Dee is also one of the brighter, most articulate players in the league. Jason Rich (an author and radio personality in the Boston area) and I visited with Dee in his home outside of Boston. We took with us a prototype of the NBA JAM game and spent the afternoon playing electronic hoops and talking about the players in the game from the point of view of someone who knows them up close and personal.

On the Genesis version of *NBA JAM*, Dee Brown chose to play as himself, scoring 44 points in a winning effort against Detroit.

For his next game he took on a much louder personality, playing as Charles Barkley. Later choices included Hakeem Olajuwon and Patrick Ewing.

"I love the game," Brown told me. "It has the great dunks, the great sound, the announcer with the sound effects in the background and you can see the likeness of the majority of the players. That makes the game really realistic."

"You can really get into it. It is just two-on-two; you don't have to worry about five guys. And you can play together, so you can play two-on-two like a real game."

"I have seen myself in other games. To be in this *NBA JAM* game—this is one of the biggest games out. This is great. It feels good just to be a part of this game."

Brown says that he considers any kind of a sports game a worthy challenge.

Brown's house includes a basement entertainment room that looks like an electronics store showroom. "I play video games as much as I can. When I'm at home I'm playing video games or computer games. I have a Sega Genesis, a Super Nintendo, a NeoGeo, a 3DO, an Amiga, a Macintosh and a PC. I try to get the best games for each system."

2

It's an NBA JAM Thing

The NBA JAM title screen.

Setting Up the Game

Timer Speed. Adjust the length of each quarter, from Very Slow to Very Fast. Each of the 4 periods registers 3 minutes on the game clock, and there is a 24-second shot clock throughout the game. Adjusting the timer speed controls how fast the clock runs. (Even at the very slowest setting, the game computer's clock runs slightly faster than a real clock.)

Very Slow: 2:45 per period
Slow: 2:20 per period
Normal: 2:00 per period

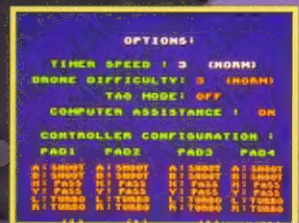
Fast: 1:45 per period
Very Fast: 1:30 per period

Drone Difficulty. Adjust how smart your computer opponents play, from 1 (low) to 5 (high).

Tag Mode. In a 1-player head-to-head game against another human or against the computer, you can turn On or Off the ability to "tag" your teammate.

On. You control the movement and the ball-handling of whichever player on your team has the ball. When you pass the ball to the other player, you gain control of that player when he receives the pass.

Off. You control one player the entire game, while the computer controls your teammate. This is the default (standard) setting for the game, which matches the play of the original NBA JAM game in the arcades.



The NBA JAM options screen.

Computer Assistance. If one team falls far behind, the computer tries to adjust the odds by making the losing team's shots more likely to land in the basket. When the option is Off, neither team is handicapped.

Control Configuration. You can adjust the button assignments for your Sega or Super NES controllers.

Recording Your Initials. Both the Sega and Super NES games let players record their progress throughout a full "season" of games. Record your initials to make the current game count toward defeating all 27 teams in the league.

Once you complete the game, the Sega and Super NES cartridges handle record keeping differently:

The Sega cartridge includes a built-in battery-backed memory that registers records and stats for up to 15 players. From the option screen, you can View or Delete any recorded standing in the game.

The Super NES cartridge, however, issues you a complex 14-character password that you must re-enter the next time you start the game. You also need to remember which initials you used with the current series. (You do not need to re-enter the code to continue games in a single session.)

The Sega memory is easier to use, with simple codes along with a detailed set of stats available for review. The Super NES scheme is a pain to use because you must enter 17 characters (the initials and the 14 characters of the password). You also can expect to see the gaming magazines and computer bulletin boards publishing Super NES passwords that can be entered on your system.

4 It's an NBA JAM Thing

Playing the Game



The initial entry screen.



Options on the NBA JAM title screen.

Offense Super NES

	Tap	Hold	Press with Turbo
B Button/SHOOT	Head Fake	Jump Shot	Dunk
Y Button/PASS	Pass	Pass	Super Pass
L or R Pad/TURBO	Throw Elbows	Run Faster	

Defense Super NES

	Tap	Hold	Press with Turbo
B Button/BLOCK	Block	Block	Super Block
Y Button/STEAL	Steal	Steal	Shove
L or R Pad/TURBO	Run Faster		

Offense Sega

	Tap	Hold	Press with Turbo
A Button/SHOOT	Head Fake	Jump Shot	Dunk
C Button/PASS	Pass	Pass	Super Pass
B Button/TURBO	Throw Elbows	Run Faster	

Defense Sega

	Tap	Hold	Press with Turbo
A Button/BLOCK	Block	Block	Super Block
C Button/STEAL	Steal	Steal	Shove
B Button/TURBO	Run Faster		

Offense

Sega Game Gear

	Tap	Hold	Press with Turbo
1 Button/SHOOT	Head Fake	Jump Shot	Dunk
2 Button/PASS	Pass	Pass	Super Pass
Start Button/TURBO	Throw Elbows	Run Faster	

Defense

Sega Game Gear

	Tap	Hold	Press with Turbo
1 Button/BLOCK	Block	Block	Super Block
2 Button/STEAL	Steal	Steal	Shove
Start Button/TURBO	Run Faster		

Mastering the Game

Shooting. Press the Shoot button to launch a shot at the hoop. The ball is released when you release the button.

Head Fake. Tapping the Shoot button and releasing it quickly makes your player fake a shot. This moves the defender out of position and gives your player a clear path for a shot or pass.

COACHING TIPS

ACCURATE JUMP SHOT.
INCREASE THE CHANCES OF A JUMP SHOT GOING IN BY RELEASING SHOOT BUTTON AT THE PEAK OF THE JUMP. AVOID BEING REJECTED BY HOLDING ON TO THE BALL UNTIL DEFENDER IS OUT OF POSITION.

Shooting a sweet jumper.

Block. When your team is on defense, pressing the Block button makes your player jump. If you jump too early or late, the shooter may be able to shoot over your defender.

TIP



The most accurate shot occurs when you release the Shoot button at the highest point of your jump.

6 It's an NBA JAM Thing



Executing a Head Fake makes your player stop his dribble. He must either shoot for the basket or pass the ball. The traveling rule is in effect so he cannot resume dribbling. The ball flashes white when a defender makes contact with it.

Goaltending. The only foul in *NBA JAM* is Goaltending. When you are on defense, you can only block a shot when it is headed toward the hoop. If you make contact with the ball on the downward arc, you are called for Goaltending and the shooting team is awarded two points.

Pass. Press the Pass button to throw the ball to your teammate.

COACHING TIPS

START PLAY.

AN OPEN PLAYER IS MORE LIKELY TO MAKE A BASKET SO PASS TO YOUR OPEN TEAMMATE WHENEVER POSSIBLE. TRY TO ANTICIPATE YOUR OPPONENTS NEXT MOVE BEFORE HE MAKES IT.

Get the ball to the open man.

COACHING TIPS

JUMP SHOT PASS.

PRESS AND HOLD THE SHOOT BUTTON, THEN PRESS THE PASS BUTTON. THIS ALLOWS YOU TO DISH OFF TO YOUR OPEN TEAMMATE. THIS IS MOST EFFECTIVE WHEN YOU ARE ABOUT TO BE REJECTED.

Finding a teammate in midair.



Press and hold the Shoot button for a Jump Shot Pass. Then press the Pass button. This lets you dish off to your open teammate.

Steal. On defense, press the Steal button to attempt to knock the ball out of an opponent's hands. The closer you are to the other player the better your chances of stealing the ball.

Setting Up the Game

7

Turbo Speed. Boost your player's speed on offense or defense by pressing the Turbo button. The Turbo button is also used with the other buttons for dunks, super passes, super blocks, and shoves.

When you press the Turbo button your player's shoes change color. Turbo power lasts for a short while. You can monitor its use on the Turbo Meter at the top of the screen. When you release the Turbo button, your player begins to regain Turbo power.

Throw Elbows. Tap the Turbo button several times to make your player throw his elbows to clear away defenders.

Dunks. To attempt a spectacular dunk, press and hold the Turbo button together with the Shoot button as your player breaks through to the net. Dunks vary depending on your player's abilities, his take-off position, and speed.

Super Block. On defense, press the Turbo and Block button together to try for a super-high super block.

Turbo Pass. Press Turbo and the Pass button together to execute a high-speed pass to your teammate. The Turbo Pass, either as a bounce pass or a behind-the-back pass, is less likely to be intercepted by the defense.


Shove. When your teammate has the ball on offense or when you are on defense, press the Turbo and Pass/Steal buttons together to shove a nearby opponent. This can help steal the ball or remove a pesky opponent from your path.

"He's on Fire!" When a player sinks 3 baskets in a row, he's "on fire." For a while, all of his shots have an increased chance of success—this is a good time to try 3-point shots. While you are on fire, you have unlimited Turbo power.

Your player stays on fire until someone on the other team scores a point.

COACHING TIP:
"On fire."
When a player scores three consecutive baskets he is on fire. When a player is on a hot streak give him the ball. He won't stop until he scores three more.

When a player is "on fire," he's unstoppable.



DEE BROWN

Position:

Guard

Vital Stats:

DeCovan Kadell Brown, born Nov. 29, 1968 in Jacksonville, FL 6'1", 161 pounds

College Hoops:

Jacksonville. 13.9 ppg, .482 FG %

NBA Draft:

19th in 1990; NBA All-Rookie 1st Team 1991

NBA Career:

1990-93 Boston. 10.1 ppg, .458 FG %, .275 3-pt. FG %

1992-93:

10.9 ppg, 5.8 apg, .468 FG %

Rep:

Dee, as in Dee-fense. He makes good use of his speed in tracking the moves of opponents. He can turn on the power on defense, stealing the ball with the best of them.

A fine dunker who plays much taller than he is.

Chalk Talk:

Look Out! Sometimes a scary ball-handler, missing passes and overlooking the open man.

Hello! An uneven shooter, he can make some spectacular shots and miss some gimmes.

NBA JAM RATINGS

SPEED

3 POINTERS

JUMPS

DEFENSE



Dee Brown twists up and backwards toward the hoop, launching about two ticks short of the hoop. Why jam backwards? Dee Brown says a backward jam is just for show except in very tight low-post situations where the shooter has no room to turn around.



Wide open, Brown takes off at the free-throw line for a high-powered one-handed jam.

BRADY GAMES RATINGS

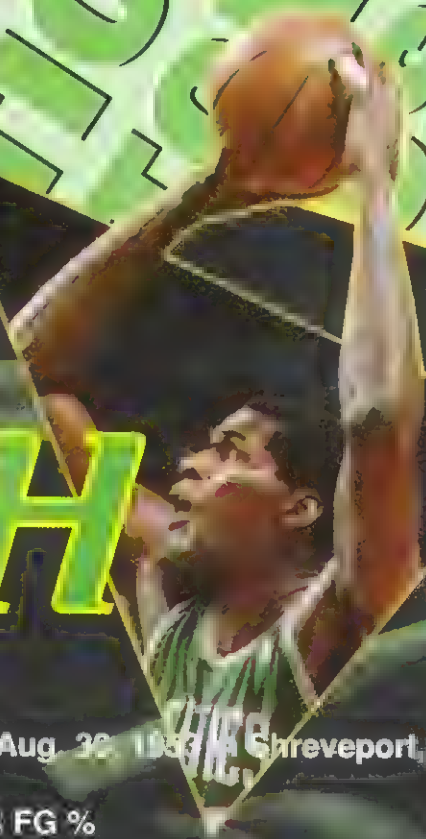


Brown crosses from left to right deep near the basket and then rises for a backward jam.

10

IT'S AN NBA JAM TIME!

ROBERT PARISH

**Position:**

Center

Nickname:

The Chief

Vital Stats:

Robert Lee Parish, born Aug. 30, 1953, Shreveport, LA. 7'0", 230 pounds

College Hoops:

Centenary. 21.6 ppg, .564 FG %

NBA Draft:

8th in 1976

NBA Career:

1976-80 Golden State. 1980-1993 Boston. 16.2 ppg, .542 FG %, .000 3-pt. FG %. All-NBA 2nd Team 1982. All-NBA 3rd team 1989.

1992-93:

12.6 ppg, 0.8 apg, .535 FG %

Rep:

Parish is a model of consistency across 17 seasons. He is still among the best rebounders in the game, is a premier defender on the floor, and is among the quickest centers.

His best shot is a turnaround jumper, and he is most successful in close. Defenders need to push him outside to defend against his shooting. If a youngster lunges at him, Parish will step around him neatly.

Works out with martial arts in the off-season.

Chalk Talk:

From Downtown! 0 for 6 from downtown across 1,339 games in 17 seasons.

NBA JAM RATINGS

SPEED

3-POINTS

DUNKS

DEFENSE



All alone, Robert Parish penetrates deep to the basket and takes off two ticks short of the hoop for a twisting backward jam.



Taking off two ticks beyond the free-throw line, Parish finishes a windmill jam.



Parish crosses deep under the net from left to right and then launches just past the hoop for a backward jam.

BRADY GAMES RATINGS



12

It's an NBA Jam thing



RONY SEIKALY

Position:

Center

Vital Stats:

Ronald F. Seikaly, born May 10, 1965, in Beirut, Lebanon. 6'11", 252 pounds

College Hoops:

Syracuse. 12.6 ppg, .560 FG %

NBA Draft:

9th in 1988

NBA Career:

1988-1993 Miami. 15.4 ppg, .481 FG %, .182 3-pt. FG %. NBA Most Improved Player 1990.

1992-93:

17.1 ppg, 1.4 apg, .480 FG %

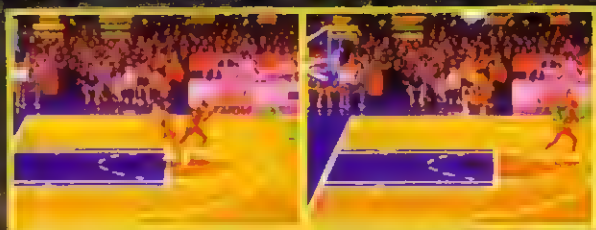
Rep:

Some scouts think he is playing the wrong position and should be playing power forward. He is a tremendous rebounder when in the groove. He is at his best in the low-post game and sometimes seems to go into a job slowdown when the team is playing a running game.

He has a good short-range jumper.

Chalk Talk:

Look Out! Not much of a passer and prone to a lot of turnovers.



Rony Seikaly takes off in the center of the free-throw line for a straight-in one-handed jam.



Another straight-in approach by Seikaly, this time with take off a step past the free-throw line, results in a high-flying layup.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE

BRADY GAMES RATINGS

SCORING

BALL HANDLING

DOWNDOWN

DEFENSE

THE TEAM
OVER THE TEAM

14

an NBA Jam Rating

M HAROLD MINER

**Position:**

Guard

Nickname:

Baby Jordan

Vital Stats:

Harold David Miner, born May 5, 1971 in Inglewood, CA, 6'5", 221 pounds

College Hoops:

USC. 23.5 ppg, .453 FG %

NBA Draft:

12th in 1992

NBA Career:

1992-93 Miami. 10.3 ppg, .475 FG %, .333 3-pt. FG %.

1992-93:

10.3 ppg, 1 apg, .475 FG %

Rep:

An exciting player with a great drive to the basket.

Chalk Talk:*Who, Me?* Miner is a player with a lot of potential that hasn't quite fully blossomed yet.

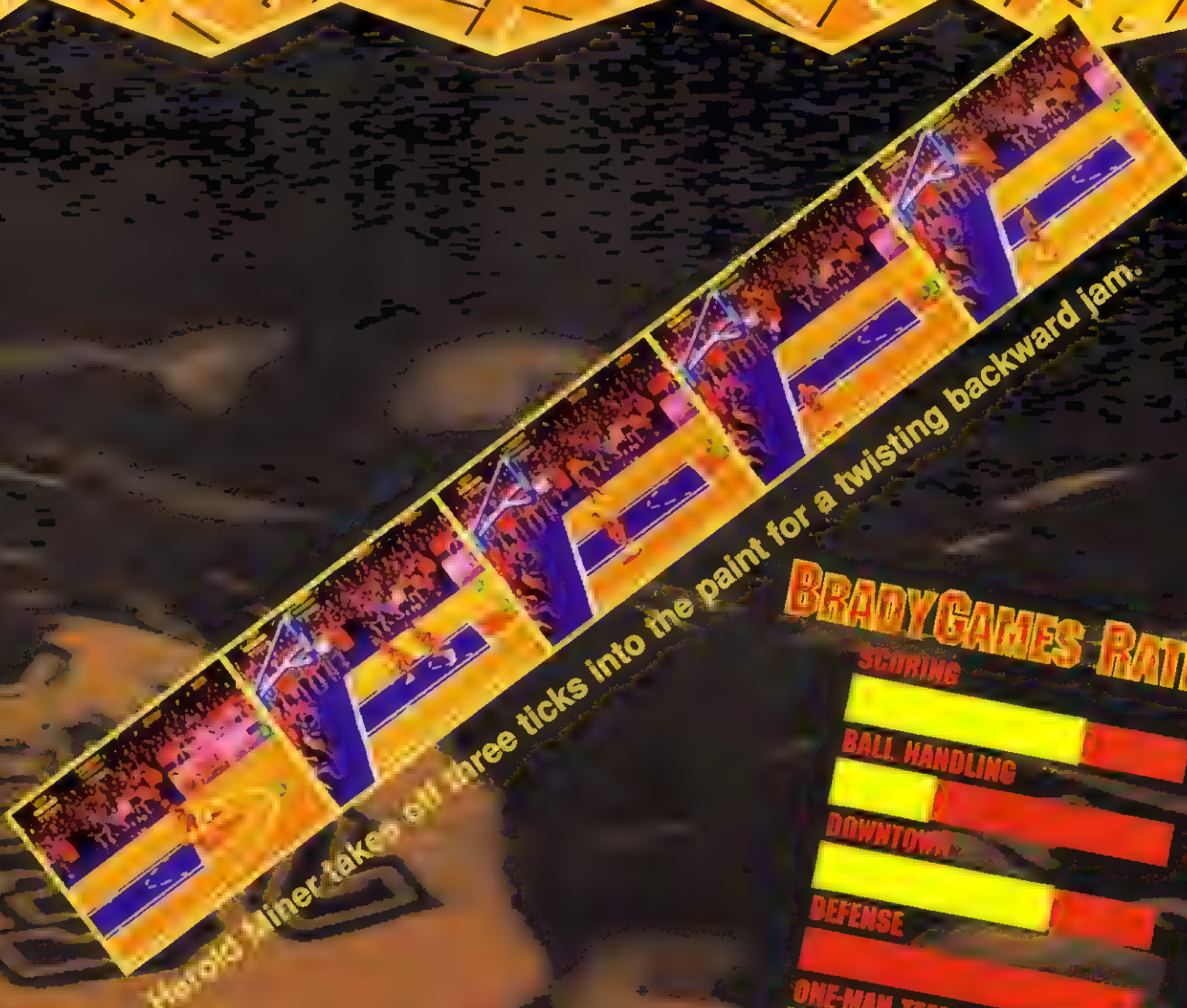
NBA JAM RATINGS

SPEED

SHOOTERS

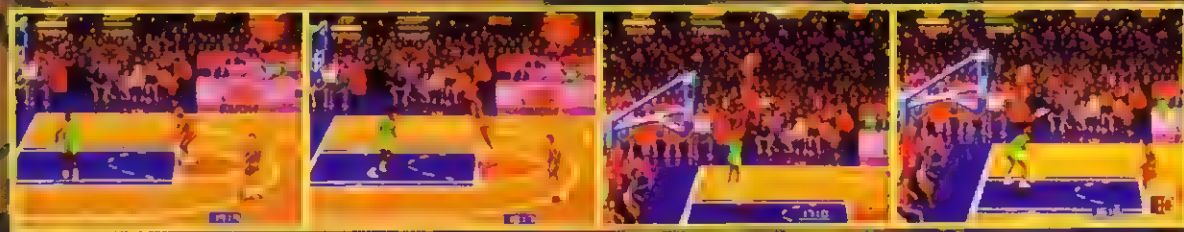
DUNKS

DEFENSE



Harold Miner takes off three ticks into the paint for a twisting backward jam.

BRADY GAMES RATINGS



Unmolested, Miner takes off a half-step before the free-throw line and then flies to the basket for a forward jam.

DERRICK COLEMAN

Position:

Forward

Vital Stats:

Derrick D. Coleman, born June 21, 1967 in Mobile, AL, 6'10", 258 pounds

College Hoops:

Syracuse. 15.0 ppg, .568 FG %

NBA Draft:

1st in 1990.

NBA Career:

1990-93 New Jersey. 19.7 ppg, .475 FG %, 277 3-pt. FG %. NBA Rookie of the Year 1991. All-NBA 3rd Team 1993. NBA All-Rookie 1st Team 1991.

1992-93:

20.7 ppg, 3.6 apg, .460 FG %

Rep:

An excellent outside shooter with a solid long-distance jump shot

Defense is secondary, but can turn it on when necessary.

Chalk Talk:

Hella! Considered one of the leagues young super-stars, has a tendency to play below his ability on occasion.



Coleman comes in deep, twists and launches about one step short of the hoop for a backward jam.



From outside the paint, Coleman takes off on an angle toward the basket. He lands with a one-handed jam.

NBA JAM RATINGS

SPEED



3-POINTERS



DUNKS



DEFENSE

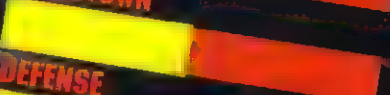


BRADYGAMES RATINGS

BALL HANDLING



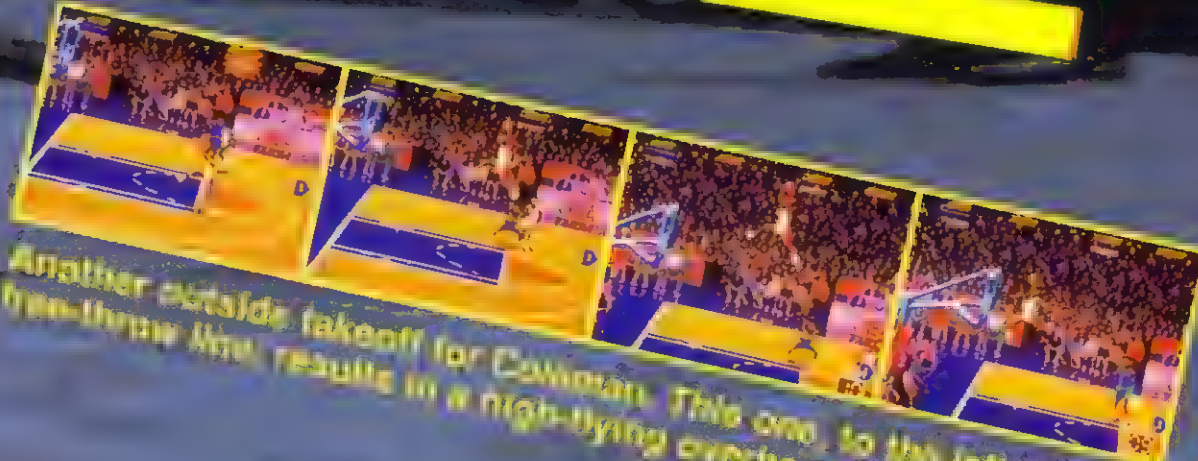
DOWNTOWN



DEFENSE



ONE-MAN TEAM



Another outside takeoff for Coleman. This one, to the left of the free-throw line, results in a high-flying overhead jam.



KENNY ANDERSON

Position:

Guard

Vital Stats:

Kenneth Anderson, born Oct. 9, 1970 in Queens, NY, 6'1", 168 pounds

College Hoops:

Georgia Tech. 23.0 ppg, .473 FG %

NBA Draft:

2nd in 1991

NBA Career:

1991-93 New Jersey. 11.6 ppg, .419 FG %, .263 3-pt. FG %

1992-93:

16.9 ppg, 8.2 apg, .435 FG %

Rep:

He loves the open court and is an excellent passer and flashy mover. He uses his excellent ball-handling skills to break in and penetrate. Excellent no-look pass.

Still hasn't fulfilled on the promise, but he is still a young man. Injured for the last third of the season.

Look Out! Takes a lot of bad shots when he should be coming in close or passing.

NBA JAM RATINGS

Chalk Talk



Right up the middle, Anderson launches at the free-throw line and then floats straight in for a jam.



Up and in: Anderson receives a pass deep and to the right of the basket and immediately launches toward the hoop for a face-forward jam.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



DOWNTOWN



Anderson breaks through the top of the key slightly to the left of center. He then turns his back to the hoop and rises for a reverse jam.

20

It's an NBA JAM Thing

PATRICK EWING

**Position:**

Center

Vital Stats:

Patrick Aloysius Ewing, born Aug. 5, 1962 in Kingston, Jamaica. 7'0", 240 pounds

College Hoops:

Georgetown. 15.3 ppg, .620 FG %

NBA Draft:

1st in 1985

NBA Career:

1985-1993 New York. 23.7 ppg, .526 FG %, .068 3-pt. FG %. NBA Rookie of the Year 1986. All-NBA 1st Team 1990. All-NBA 2nd Team 1988-1989, 1991-1993. NBA All-Defensive 2nd Team 1988-1989, 1992. NBA All-Rookie Team 1986. Member of U.S. Olympic teams in 1984 and 1992.

1992-93:

24.2 ppg, 1.9 apg, .503 FG %

Rep:

He is an all-around stellar performer who excels in almost every area. An excellent shooter, and a defensive presence, but not the heart of the Knicks defense.

He carries a lot of the load for the Knicks. In the 1992-93 season, he scored about 25 percent of their points while playing an average of 37 minutes per game.

His favorite spot is on the left block, from where he usually turns toward the baseline for a jump shot. When he is on the right side, he usually spins into the lane for a fadeaway. He shoots a lot from the outside because the Knick guards are not very good at feeding a player in the post.

Directed by Ewing, the Knicks led the league in scoring defense, field goal percentage defense, and rebounding.

Excuse Me! He sometimes lets himself get pushed out of his favorite shooting positions.

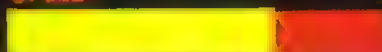
Chalk Talk:



Ewing overpowers the defenders, taking off at the free-throw line and flying toward the hoop.

NBA JAM RATINGS

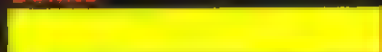
SPEED



3-POINTERS



DUNKS



DEFENSE



Pressed by a defensive player, Ewing waits for the right moment to launch a 3-pointer.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



REBOUNDING



DEFENSE



ONE-MAN TEAM



Ewing breaks through for a pull-up jumper launched from midway through the paint, one step right of center. He follows through to the basket to get position for a rebound.

22

It's an NBA JAM Thing

JOHN STARKS

Position:

Guard

Vital Stats:

John Levell Starks, born Aug. 10, 1965 in Tulsa, OK, 6'5", 185 pounds

College Hoops:

Oklahoma State. 15.4 ppg, .497 FG %

NBA Draft:

Signed as free agent in 1988

NBA Career:

1988-89 Golden State. (1989-90 CBA Cedar Rapids.) 1990-93 New York. 12.1 ppg, .436 FG %; .330 3-pt. FG %. NBA All-Defensive 2nd Team 1993.

1992-93:

17.5 ppg, 5.1 apg, .428 FG %

Rep:

Greatly improved; ball handling was once a weakness but is now decent. He is at his best in a 2-man game with Ewing, working the right side of the court.

Starks came from nowhere to the cream of the NBA crop. Never drafted, he was signed as a free agent by Golden State. He had a red-hot year in the CBA before being picked up by the Knicks. He achieved notoriety in the 1993 NBA Playoffs.

Chalk Talk:

Look Out! A street player, tough and sometimes wild. It may not always be pretty, but he usually finds a way to plow through to the hoop.

He's On Fire! When he's hot, he's hot; when he's not, he's awful. His shooting percentage is low because of long, wild streaks.

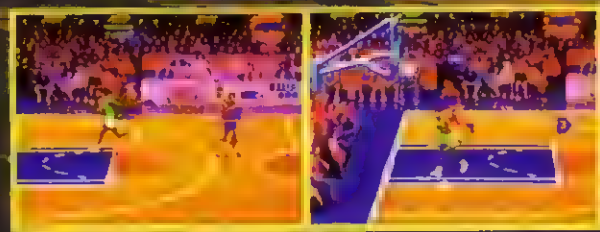
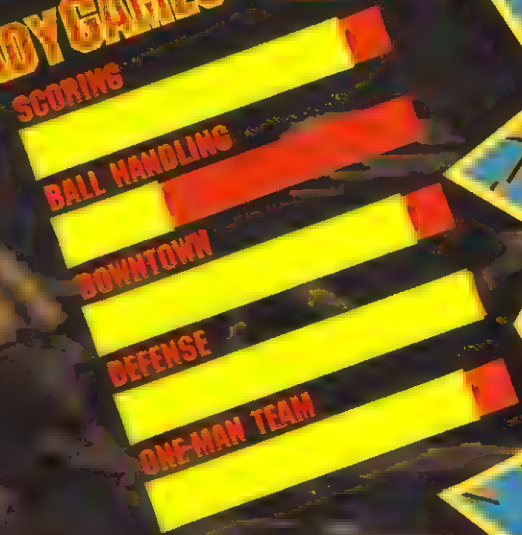
NBA JAM RATINGS

SPEED**3-POINTERS****DUNKS****REBOUNDING**



Persistence rewarded: Starks moves into the paint, angling to the outside where he launches a short jumper from the upper right corner. The ball is in and out of the hoop, but Starks comes in for his own rebound and goes up for two points.

BRADY GAMES RATINGS



Starks cruises down the right side of the paint before cutting in and launching a successful shot from the corner.



Left of the paint, Starks cuts deep inside and goes up for a spectacular forward jam.

NICK ANDERSON

Position:

Guard/Forward

Vital Stats:

Nelison Anderson, born Jan. 20, 1968 in Chicago, IL 6'6", 205 pounds

College Hoops:

Illinois. 17.0 ppg, .553 FG %

NBA Draft:

11th in 1989

NBA Career:

1989-93 Orlando. 16.2 ppg, .465 FG %, .333 3-pt. FG %.

1992-93:

19.9 ppg, 3.4 apg, .449 FG %

Rep:

Posts up with the best.

He may be one of the NBA stars of the future and is best at posting up against players of all sizes. An excellent offensive rebounder for a guard.

An overall defensive plus, he led his team in steals and came in second in blocked shots.

Chalk Talk:

In and Out. A streaky shooter, especially from outside and beyond the 3-point line.

Outside In. The farther he is from the basket, the weaker his defensive skills.

NBA JAM RATINGS





Anderson bounces one step over the free-throw line and flies in for a forward jump.




Anderson penetrates deep into the paint, then jumps and twists for a backward dunk.



Going from right to left, Anderson takes off one step into the paint and then descends in flames for a forward dunk.

BRADY GAMES RATINGS





SCOTT SKILES

Position:

Guard

Vital Stats:

Scott Allen Skiles, born March 5, 1964 in LaPorte, IN, 6'1", 180 pounds

College Hoops:

Michigan State. 18.2 ppg, .516 FG %

NBA Draft:

22nd in 1986

NBA Career:

1986-87 Milwaukee. 1987-89 Indiana. 1989-93 Orlando. 11.1 ppg, .435 FG %, .365 3-pt. FG %. NBA Most Improved Player 1991

1992-93:

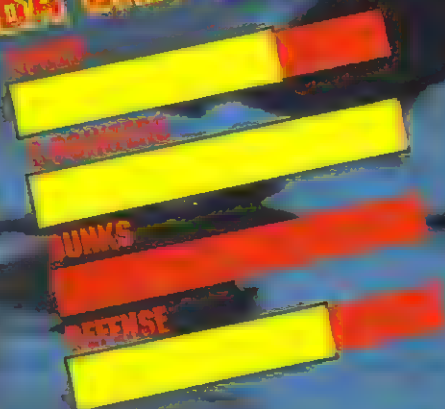
15.4 ppg, 9.4 apg, .467 FG %

Rep:

One of the grittiest competitors in the league. He led the team in assists and came in second in steals.

Chalk Talk:*Oops!* Sometimes wild and crazy with the ball, committing a lot of turnovers (267) last year. *Is It the Shoes?* Defense runs hot and cold.

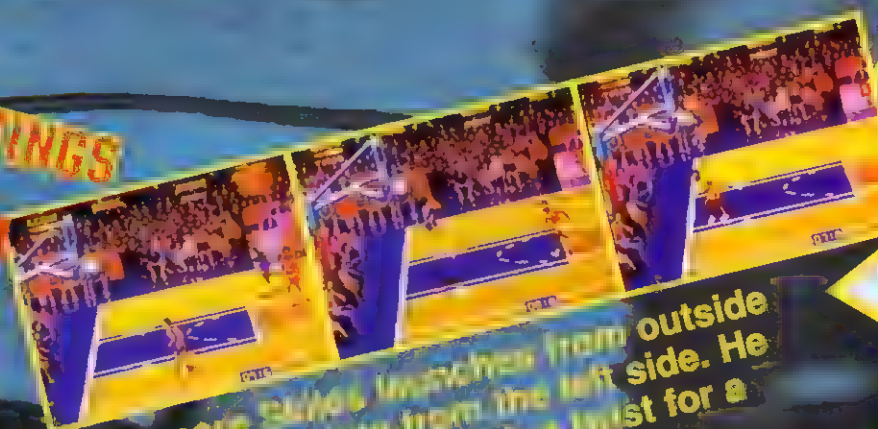
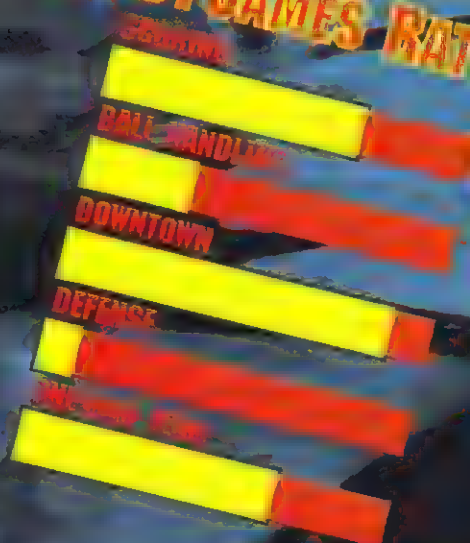
NBA JAM RATINGS



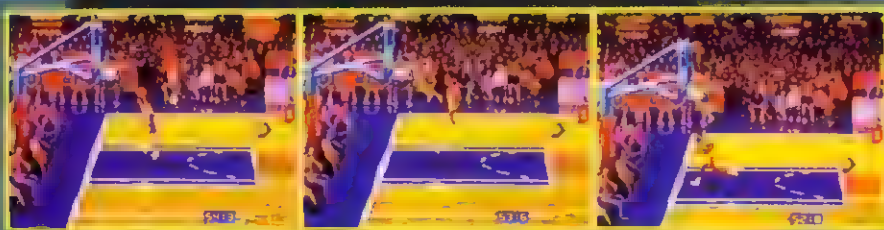


Skiles cuts toward the basket from deep in the court and outside the paint, attempting a running jump shot.

BRADY GAMES RATINGS



Once more Skiles launches from outside the paint, this time from the left side. He flies toward the hoop with a twist for a backward jam.



Skiles pulls down a rebound and then goes back up for a straight-in underhand toss.



CLARENCE WEATHERSPOON

Position:

Forward

Nickname:

Spoon

Vital Stats:

Born Sept. 8, 1970 in Crawford, MS, 6'7", 240 pounds

College Hoops:

Southern Mississippi. 18.2 ppg, .576 FG %

NBA Draft:

9th in 1992

NBA Career:

1992-93 Philadelphia. 15.6 ppg, .489 FG %, .250 3-pt. FG %. NBA All-Rookie 2nd Team 1993

1992-93:

15.6 ppg, 1.8 assists, .469 FG %.

Rep:

Some called him "Baby Barkley" when he arrived in town in the wake of the Sir Charles trade. He plays well at both ends and finishes fast breaks with excitement. He does not have the physical presence to dominate.

Chalk Talk:

Inside News. He works well inside, but his shooting range is limited. He lacks a drive from the corner to the basket.

Watch Out! He falls prey to a lot of fakes.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

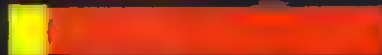
DEFENSE

BRADY GAMES RATINGS

SCORING



BALL HANDLING



DOWNTOWN



DEFENSE

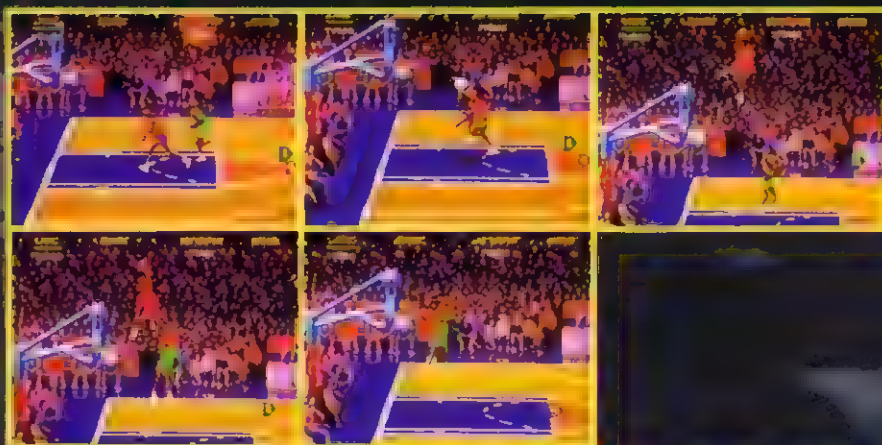


ONE-MAN TEAM



Weatherspoon takes off midway through the paint for a flying face-forward jam.

for a flying



Weatherspoon enters the paint from the left on an angle and takes off midway to the hoop for a triple-twist jam.

30

It's an NBA JAM Thing

JEFF HORNACEK

**Position:**

Guard

Vital Stats:

Born May 3, 1963 in Elmhurst, IL, 6'4", 190 pounds

College Hoops:

Iowa State. 10.7 ppg, .489 FG %

NBA Draft:

46th in 1986

NBA Career:

1986-93 Phoenix. 14.5 ppg, .502 FG %, .390 3-pt. FG %

Traded in late February to the Utah Jazz.

1992-93:

19.1 ppg, 6.9 apg, .470 FG %

Rep:

A great shooter, especially coming off screens. His best shot is from 10 to 12 feet out, while on the move. He penetrates well and led the team in assists.

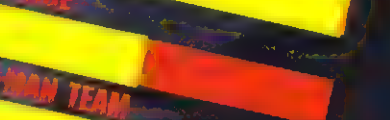
Chalk Talk:

Slow Boat. Lacks quickness.

NBA JAM RATINGS

SPEED**3-POINTERS****DUNKS****DEFENSE**

BRADY GAMES RATINGS

SCORING**BALL HANDLING****SHOOTING****DEFENSE****ONE-ON-ONE TEAM**



Hornacek receives a timely pass from Weatherspoon along the baseline to the left of the basket. He moves in and takes off just before entering the paint for a twisting backward jam.



Hornacek lets loose a pull-up jumper two ticks into the paint.



Up and in: Hornacek receives a pass beneath the basket and immediately goes up with a twisting backwards jam.

32

It's an NBA JAM Thing

TOM GUGLIOTTA



Position: Vital Stats:

Forward

Thomas James Gugliotta, born Dec. 19, 1963 in Huntington Station, NY, 6'10", 240 pounds

College Hoops:

North Carolina State.
22.5 ppg, .476 FG %

NBA Draft:

6th in 1992

NBA Career:

1992-93 Washington. 14.7 ppg, .426 FG %, .281 3-pt FG %. NBA All-Rookie 1st Team 1993

1992-93:

14.7 ppg, 3.8 apg, .426 FG %

Rep:

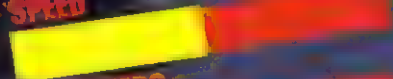
A fine outside shooter, he pulled down a respectable 9.6 rebounds per game. He moves well without the ball and feeds the post well.

Chalk Talk:

Which Way'd They Go? Slow feet, which detracts from his defensive abilities.

NBA JAM RATINGS

SPEED



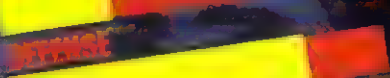
3-POINTERS



DUNKS



DEFENSE



BRADY GAMES RATINGS

OFFENSE

BALL HANDLING

DUNKING

DEFENSE

ONE-MAN TEAM

Gugliotta enters the paint just to the left of center and takes off a step over the free-throw line. He descends on fire for a forward jam.



Gugliotta cuts across the bottom of the paint from right to left. He then launches for a backward twisting jam.



Gugliotta flies forward after a takeoff a step over the free-throw line.

34

It's an NBA JAM TIME

HARVEY GRANT



Position:

Forward

Vital Stats:

Born July 4, 1965 in Augusta, GA, 6'9", 235 pounds. Twin brother of Horace Grant of Chicago Bulls

College Hoops:

Clemson, Oklahoma. 15.2 ppg, .586 FG %

NBA Draft:

12th in 1988

NBA Career:

1988-93 Washington. 13.6 ppg, .487 FG %, .095 3-pt. FG %. Traded to Portland Trail Blazers before 1993 season.

1992-93:

18.6 ppg, 2.8 apg, .487 FG %

Rep:

One of the hardest-working men in sports, he runs the court well and has a fine outside game.

Chalk Talk:

Who, Me? He doesn't throw his weight around in the paint and doesn't hit the boards consistently.

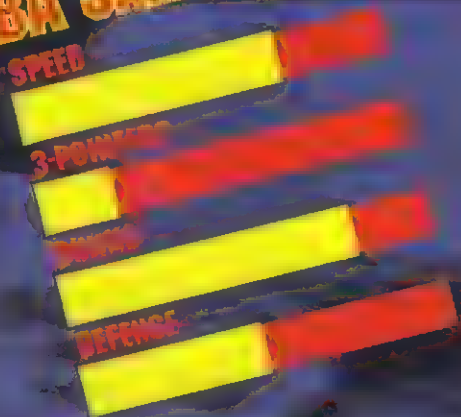
NBA JAM RATINGS

SPEED

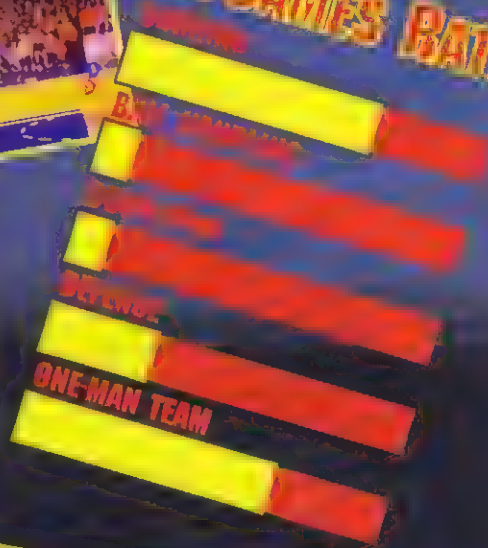
3-POINTERS

POINTS

DEFENCE



BRADY GAMES RATINGS




Grant goes straight up the middle and descends on fire.

Harvey Grant launches a reverse jam from deep in the paint.



Grant crosses right to left above the key and then launches just before the free-throw line for a spectacular forward jam.

A black and white photograph of Dominique Wilkins in mid-air, performing a layup or jump shot. He is wearing a dark jersey and shorts. The background is a basketball court with a visible hoop and backboard.

WILKINS

Position:

Forward

Nickname:

The Human Highlight Film

Vital Stats:

Jacques Dominique Wilkins, born Jan. 12, 1960 in Paris, France. 6'8", 215 pounds. Brother of Gerald Wilkins, forward with Cleveland Cavaliers.

College Hoops:

Georgia. 21.6 ppg, .530 FG%

NBA Draft:

3rd in 1982

NBA Career:

1982-1993 Atlanta. 26.5 ppg, .468 FG %, .316 3-pt. FG %. All-NBA 1st Team 1986. All-NBA 2nd Team 1987-1988, 1991, 1993. All-NBA 3rd Team 1989. NBA All-Rookie Team 1983. Traded to the LA Clippers in late February of 1993 season.

1992-93 Season:

29.9 ppg, 3.2 apg, .468 FG%

Rep:

Second highest scorer in the league for 1992-93, behind Michael Jordan. He improved his 3-point production last year to .380 for the season.

He began his career with the reputation as a selfish player who was spectacular by himself but of little use to his teammates. In recent years, he has turned that around, more than doubling his early assist numbers and greatly improving on his rebound stats.

Is he important to the Hawks? When he came to earth with a ruptured Achilles tendon early in the 1991-92 season, his team was tanked, winning only 16 of the remaining 40 games. He came back last season with a spectacular year, although he is becoming injury-prone.

Chalk Talk:

Watch Out Below! Merely an adequate passer; that is, when he bothers to pass at all.



Wilkins goes straight in for a power stuff, shattering the backboard. The game is set up to create glass-breaking situations in the 4th quarter of a game.

BRADY GAMES RATINGS

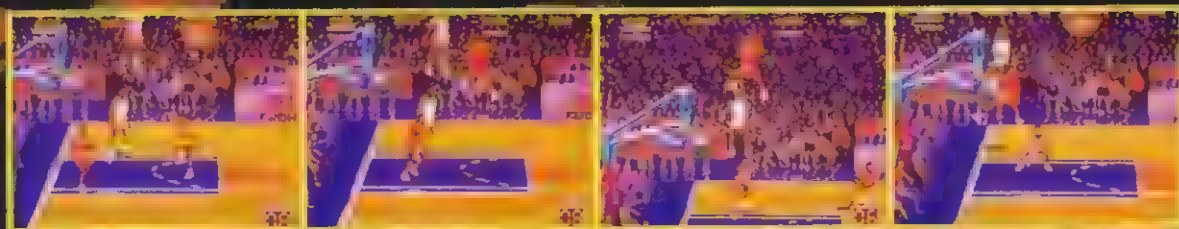
SCORING

BALL HANDLING

DOWNTOWN

DEFENSE

ONE-MAN TEAM



Dominique Wilkins takes off just past the free throw line, in the left of the paint. He descends to the basket for a two-handed forward stuff.



Wilkins with a backward jump.

NBA 1AM RATINGS

SCORING

BALL HANDLING

DOWNTOWN

DEFENSE

ONE-MAN TEAM



STACEY AUGMON

Position:	Guard
Nickname:	Plastic Man
Vital Stats:	Stacey Orlando Augmon, born Aug. 1, 1968 in Pasadena, CA 6'8", 205 pounds
College Hoops:	UNLV. 13.9 ppg, .555 FG%
NBA Draft:	9th in 1991.
NBA Career:	1991-93 Atlanta. 13.6 ppg, .495 FG %, .100 3-pt. FG %. NBA All-Rookie 1st Team 1992.
1992-93 Season:	14.0 ppg, 2.3 apg, .501 FG %
Rep:	A slippery left-handed player with some unusual moves. Probably at his best on the fast break.
Chalk Talk:	<i>Far Out!</i> Has limited range from outside. <i>Not on Fire!</i> Sometimes inconsistent scoring due to occasional frigid streaks.

NBA JAM RATINGS

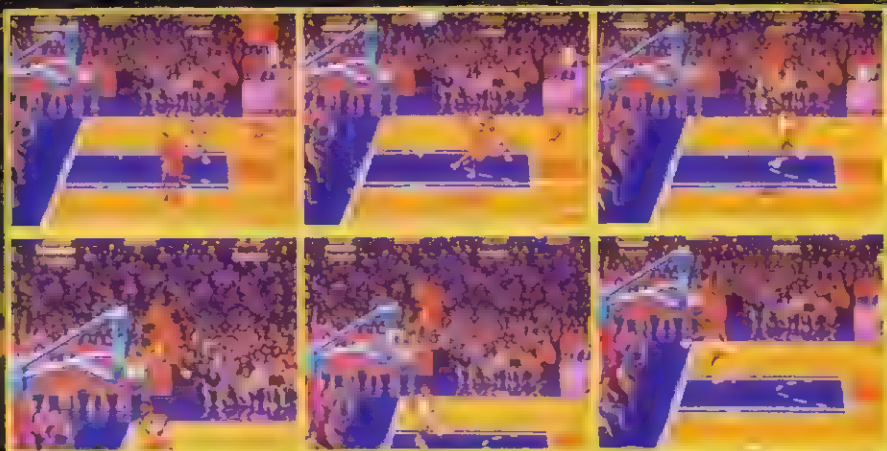
SPEED

3-POINTERS

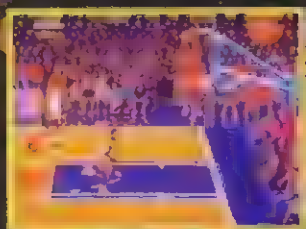
SHOOTING

DEFENSE

REBOUNDING



Augmon breaks from outside the paint to the left of the basket for a super-high dunk.



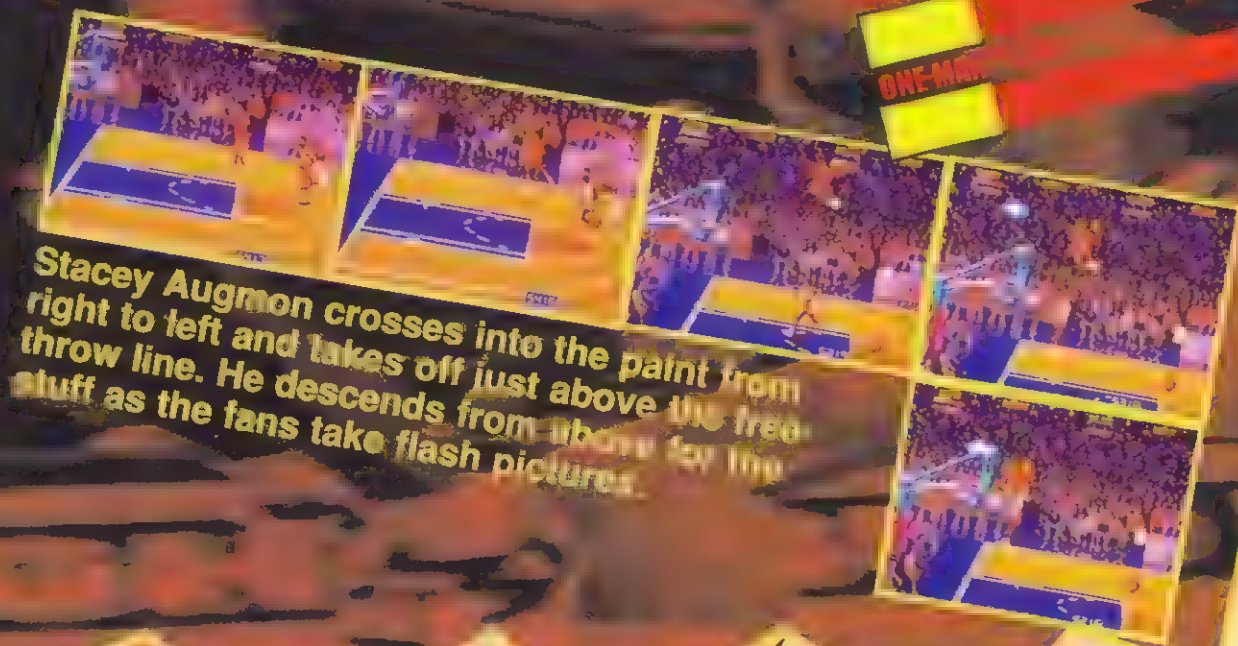
Augmon grabs a defensive rebound.

BRADY GAMES RATINGS

SCORING

BALL HANDLING

ONE-ON-ONE



Stacey Augmon crosses into the paint from right to left and takes off just above the free-throw line. He descends from above for the shot as the fans take flash pictures.

40

It's an NBA JAM Thing

LARRY JOHNSON



Position:

Forward

Nickname:

LJ

Vital Stats:

Larry Demetric Johnson, born March 14, 1969 in Tyler, TX 6'7", 250 pounds

College Hoops:

UNLV. 21.6 ppg, .643 FG %

NBA Draft:

1st in 1991. NBA Rookie of the Year 1992. All-NBA 2nd Team 1993. NBA All-Rookie 1st Team 1992.

NBA Career:

1991-93 Charlotte. 20.6 ppg, .509 FG %, .247 3-pt. FG %.

1992-93 Season:

22.1 ppg, 4.3 apg, .526 FG %

Rep:

Among the best of the widebodies, he can score, rebound, handle the ball, and slam dunk with the best. He can get down and dirty in the trenches when necessary, playing enforcer. Almost unstoppable within 10 feet.

Along with Charles Barkley, the only player to average more than 20 points, 10 rebounds, and 4 assists in the 1992-93 season.

Can post up or score from the outside. More comfortable posting up than facing the basket.

Chalk Talk:

Up Close and Personal. Not a very good outside shooter, although he keeps trying again and again.

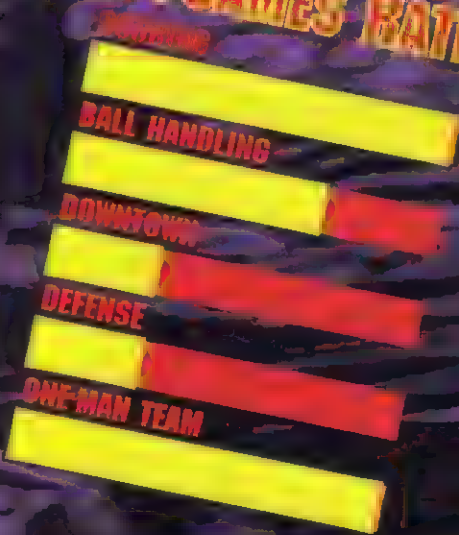
Say Bye-bye! Not much of a defensive presence, once you make the first step to get around him.

Bye-bye Again! Committed 227 turnovers, which is a lot.



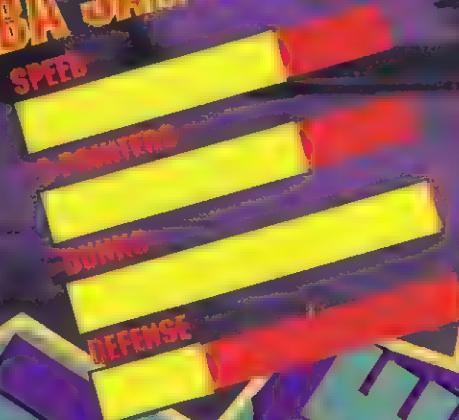
Larry Johnson runs below the hoop before he takes off for a forward jam that ends with Johnson holding on to the rim.

BRADY GAMES RATINGS



Johnson crosses into the top of the paint from right to left and then reverses direction before taking off for a power shot.

NBA JAM RATINGS



42

It's an NBA JAM Thing



ALONZO MOURNING

Position:

Center

Nickname:

Zo

Vital Stats:

Born Feb. 8, 1970 in Chesapeake, VA. 6'10", 240 pounds

College Hoops:

Georgetown. 16.7 ppg, .566 FG %

NBA Draft:

2nd in 1989.

NBA Career:

1992-93 Charlotte. 21.0 ppg, .511 FG %, .000 3-pt. FG %. NBA All-Rookie 1st Team 1993.

1992-93 Season:

21.0 ppg, 1 apg, .511 FG %

Rep:

He was hidden in college, literally in the shadow of Dikembe Mutombo at Georgetown. Mutombo got all the press and put up the big stats but said coach John Thompson: "I don't think they realized then that if I had switched the two of them, put Alonzo at center and Dikembe at power forward, their numbers would have been reversed."

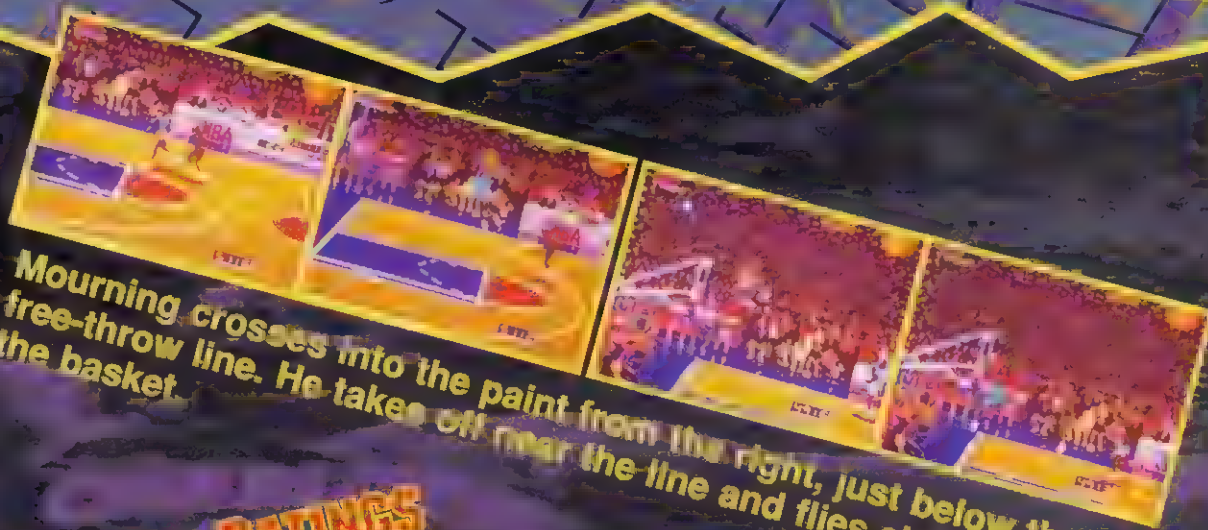
Among the best offensive rebounders. Can place the long-distance call, although he doesn't shoot the 3-pointer. In close, he relies on a quick shot—not on the quickness of his feet.

Fourth-best shot blocker in the league, at 3.5 per game. Good defender when he is able to stay out of foul trouble.

Chalk Talk:

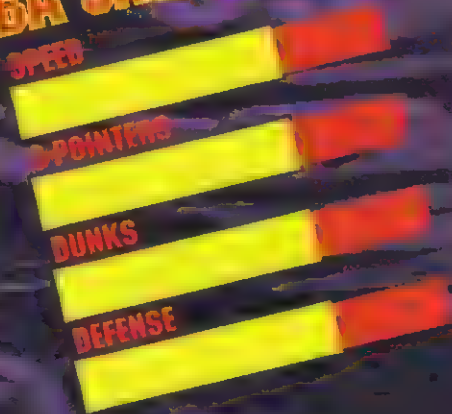
He's On Fire! A big guy with a short fuse. He committed a lot of turnovers, technical fouls, and got into a few fights.

Short-timer. Posted a not so perfect 0-for-3 from downtown.

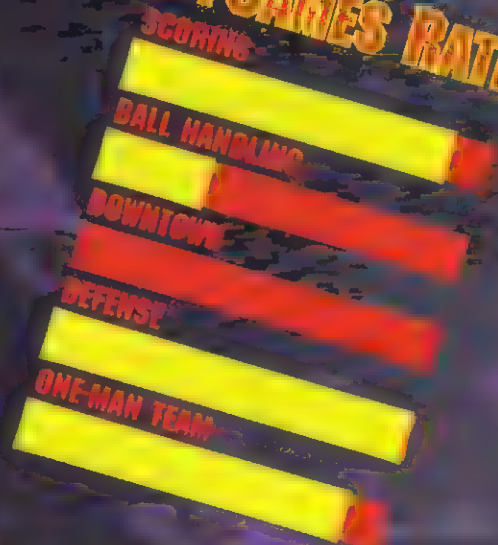


Mourning crosses into the paint from the right, just below the free-throw line. He takes off near the line and flies sideways to the basket.

NBA JAM RATINGS



BRADY GAMES RATINGS



Mourning launches a backward jam one step away from the hoop, just right of center.

44

U.S. - NBA TEAM TRAIN

P SCOTTIE PIPPEN

Position:

Forward

Vital Stats:

Born Sept. 25, 1965 in
Hamburg, AR. 6'7", 225
pounds

College Hoops:

Central Arkansas. 17.2
ppg, .563 FG %

NBA Draft:

5th in 1987.

NBA Career:

1987-1993 Chicago. 16.1 ppg, .491 FG %, .247 3-pt. FG %.
Member of U.S. Olympic Team 1992. All-NBA 2nd Team
1992. All-NBA 3rd Team 1993. NBA All-Defensive 1st Team
1993. NBA All-Defensive 2nd Team 1991.

1992-93 Season:

18.6 ppg, 6.3 apg, .473 FG %

Rep:

His fans say if there hadn't been Michael Jordan hogging all
the highlight film footage, Pippen would have his name up
in lights.

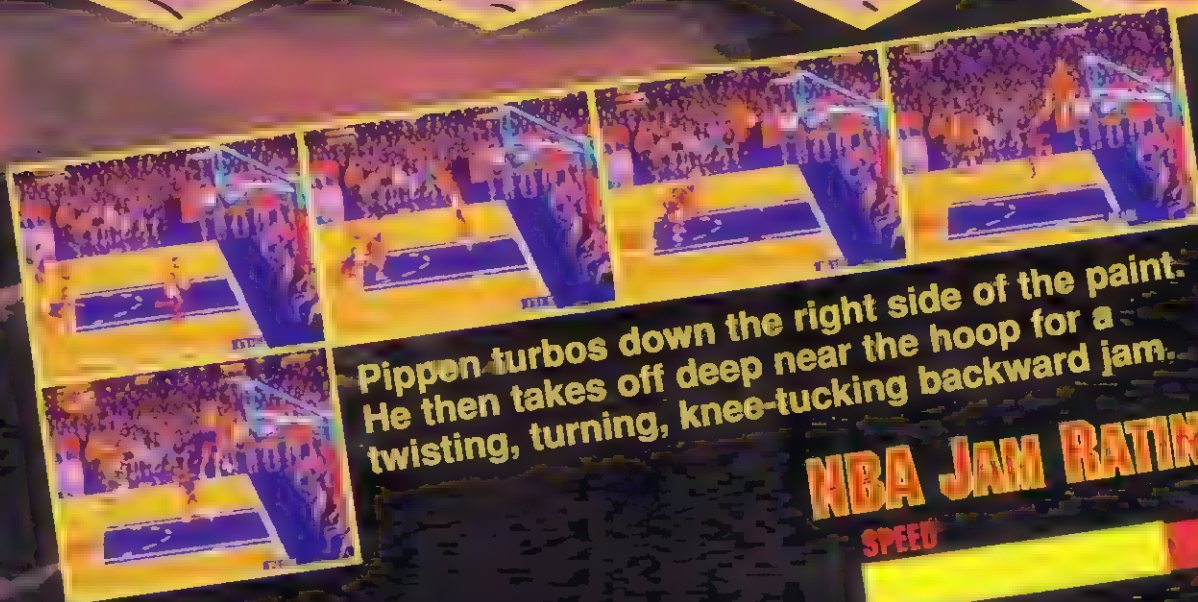
Pippen spent six seasons playing second fiddle behind
Jordan. He was a tiny 5'11" as a high school senior, but
continued playing basketball. Enrolled at small Central
Arkansas where sheer desire and an eight-inch growth
spurt put him on the path to the NBA.

Can post up and score, or move outside for the 3-pointer.
Best shot is a pull-up jumper.

On defense, he can take control of the floor like few others.

Dops! The only shortcomings are occasional mishaps with
the ball. His turnovers per game have been inching upward
in recent years.

Chalk Talk:



Pippen turbos down the right side of the paint. He then takes off deep near the hoop for a twisting, turning, knee-tucking backward jam.

NBA JAM RATINGS

SPEED



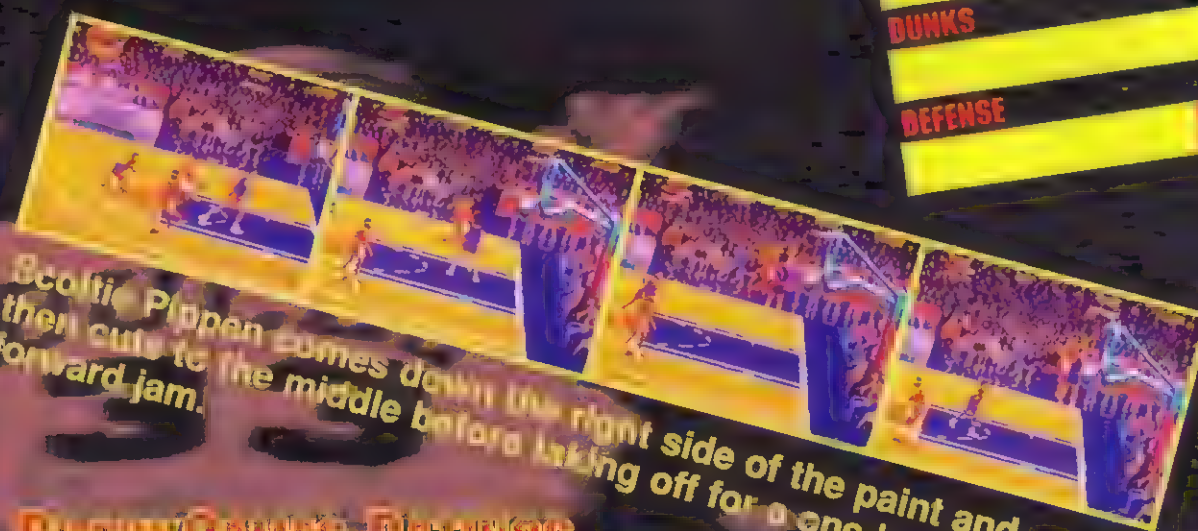
3-POINTERS



DUNKS



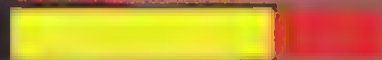
DEFENSE



Scottie Pippen comes down the right side of the paint and then cuts to the middle before taking off for a one-handed forward jam.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



ASSISTANCE



STEALS



ONE-MAN TEAM



46

It's the NBA Jam thing



HORACE GRANT

Position:

Forward

Vital Stats:

Born July 4, 1965 in Augusta, GA. 6'9", 235 pounds. Twin brother to Harvey Grant, forward on Portland Trail Blazers.

College Hoops:

Clemson. 13.9 ppg, .531 FG %

NBA Draft:

10th in 1988.

NBA Career:

1987-1993 Chicago. 12.2 ppg, .531 FG %, .100 3-pt. FG %. NBA All-Defensive 2nd Team 1993.

1992-93 Season:

13.2 ppg, 2.6 apg, .508 FG %

Rep:

One of the best offensive rebounders in the league. A fine passer and rock solid on defense. He probably would score a lot more points on a different team.

Chalk Talk:

Who me? Not a take-charge kind of guy.

Grant goes straight in, just to the right of center, twisting at takeoff for a backward jam.



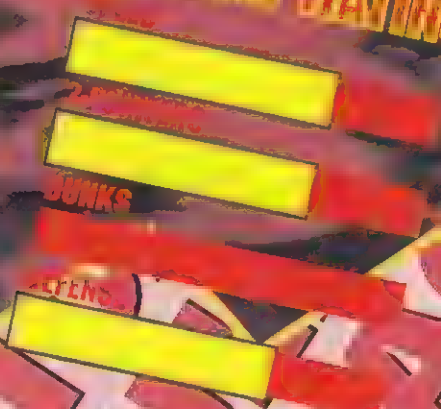
BRADY GAMES RATINGS

SCORING



From downtown! Grant puts up a perfect 3-pointer.

NBA JAM RATINGS





P MARK PRICE

Position:

Guard

Vital Stats:

William Mark Price, born Feb. 15, 1964 in Bartlesville, OK 6'0", 178 pounds. Brother of Brent Price, guard, Washington Bullets.

College Hoops:

Georgia Tech. 17.4 ppg, .487 FG %

NBA Draft:

25th in 1986.

NBA Career:

1987-1993, Cleveland. 17.8 ppg, .487 FG %, .357 3-pt. FG %. All-NBA 1st Team 1993. All-NBA 3rd Team 1989, 1992.

1992-93 Season:

18.2 ppg, 8 apg, .484 FG %

Rep:

This is your chance to launch from downtown. Price is one of the best 3-point shooters in the league.

Often plays a two-man game with Brad Daugherty, with crisp passes.

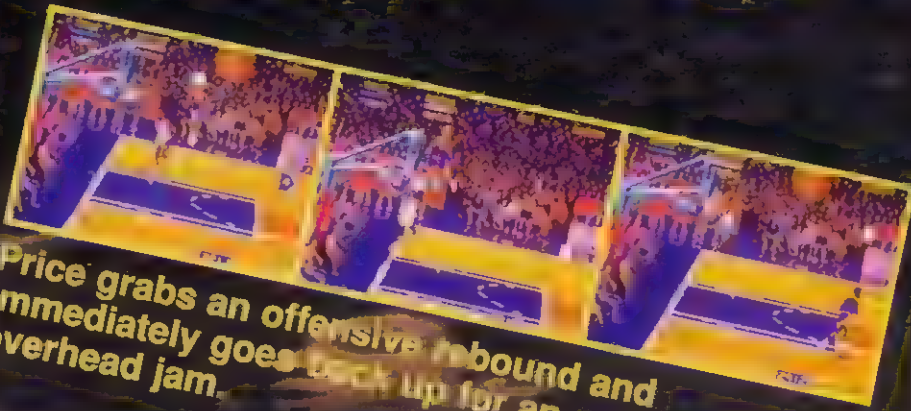
Chalk Talk:

Sideman. At his weakest in the middle of the court, where he has difficulty breaking out of the trap.

After you, Brad. He is not what you would call a defensive star. Leave that task to Daugherty.

NBA JAN RANKINGS

3-POINTERS

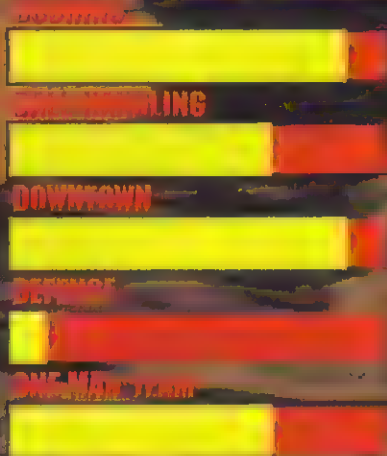


Price grabs an offensive rebound and immediately goes back up for an overhead jam.



Price breaks into the paint, taking off just two ticks short of the basket for a backward jam.

BRADYGAMES RATINGS



50

ALL-STAR TEAM

BRAD DAUGHERTY

A photograph of Brad Daugherty in a white and blue Cleveland Cavaliers jersey, jumping in the air with his arms raised in celebration. The photo is set against a dark background and is framed by a jagged, star-like border.

Position:

Center

Vital Stats:

Bradley Lee Daugherty, born Oct. 19, 1965 in Black Mountain, N.C. 7'0", 263 pounds

College Hoops:

North Carolina. 14.2 ppg, .620 FG %

NBA Draft:

1st in 1986.

NBA Career:

1986-93, Cleveland. 19.2 ppg, .536 FG %, .143 3-pt. FG %. NBA All-Rookie Team 1987. All-NBA 3rd Team 1992.

1992-93 Season:

20.2 ppg, .4 apg, .571 FG %

Rep:

He beats you with solid basketball fundamentals. A great team player, who can pass with the best and set up plays for the rest of his team.

Shoots for a high percentage. Best from the left box, where he turns around for soft jump shots. Very good jump shot from the high post.

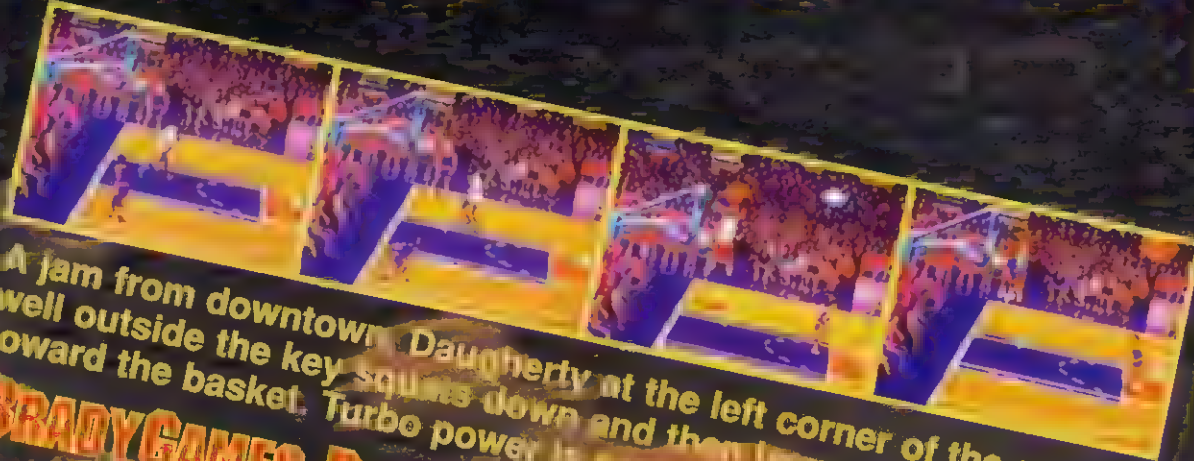
"I can't jump like most centers. I dunk, but it's not flashy. The biggest kick I get is throwing a good pass that leads to a basket. I really like the pick-and-roll play. It may be my favorite play in all of basketball."

A big man with a big contract and a big presence for the Cavs; but at heart he's still a real country boy from North Carolina. His off-the-court uniform usually features cowboy boots. He likes country music and chewing tobacco, and his uniform number (43) honors race driver Richard Petty.

Chalk Talk:

Short shot. 2-for-14 for treys across his career.

Tanglefoot. Has slow feet, which hurts on defense.



A jam from downtown. Daugherty at the left corner of the court, well outside the key squares down and then launches himself toward the basket. Turbo power is committed here.

BRADY GAMES RATINGS

SCORING

BALL HANDLING

DOWNTOWN

DEFENSE

DOWNTOWN JAM

NBA JAM RATINGS

SCORING

SCORING

DOWNTOWN

DEFENSE



Daugherty crouches on an angle from left to right and almost out of the paint before launching a knees-up power jam beneath the basket.



ISIAH THOMAS

Position:

Guard

Vital Stats:

Isiah Lord Thomas III, born April 30, 1961 in Chicago, IL. 6'1", 182 pounds.

College Hoops:

Indiana. 15.4 ppg, .534 FG %

NBA Draft:

2nd in 1981.

NBA Career:

1981-93 Detroit. 19.5 ppg, .454 FG %, .288 3-pt. FG %. All-NBA 1st Team 1984-86. All-NBA 2nd Team 1983, 1987. NBA All-Rookie Team 1982.

1992-93 Season:

17.6 ppg, 8.5 apg, .418 FG %

Rep:

One of the great passers of the game. The passes he throws seem to have eyes of their own. He can still turn it on from time to time, including three 40-plus point games in the 1992-93 season.

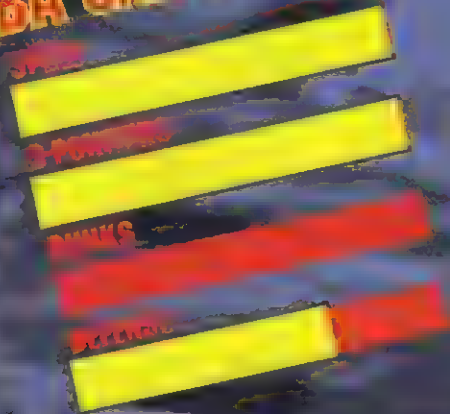
Chalk Talk:

Hello! One of the old men of the team, he sometimes seems not to be in the game.

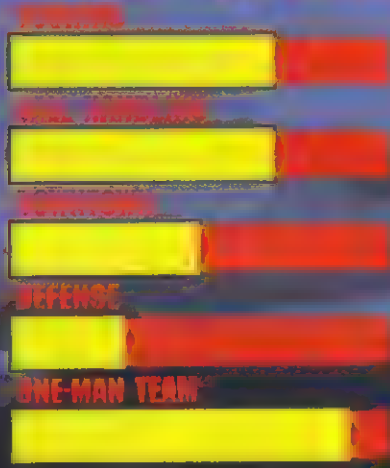


By the book: Thomas launches a perfect short-range jumper from a step in front of the hoop.

NBA JAN RATINGS



BRADY GAMES RATINGS



Thomas crosses in the paint, from right to left, for a slanting forward jump.

54

It's an NBA JAM Thing

BILL LAIMBEER

**Position:**

Center

Vital Stats:

William Laimbeer, Jr., born May 19, 1957 in Boston, MA. 6'11", 260 pounds

College Hoops:

Notre Dame. 7.4 ppg, .538 FG %

NBA Draft:

65th in 1979.

NBA Career:

1980-81 Cleveland. 1982-1993 Detroit. 12.9 ppg, .498 FG %, .326 3-pt. FG %.

1992-93 Season:

8.7 ppg, 1.6 apg, .509 FG %

Rep:

Every drama needs a heavy, and Big Bad Bill filled that role for 13 years. Big he was, but also a solid player who missed only nine games in his career. He is one of only 19 players in NBA history to have scored more than 10,000 points and pulled down 10,000 rebounds. Nearly all of those points came on quick catch-and-shoot jumpers.

A fine defender and excellent defensive rebounder. His 1992-93 season was his last but not his best (although still better than average).

Boom Shakalaka! He also managed to score 13,682 points in his long NBA career.

Chalk Talk:

NBA JAM RATINGS

SPEED

3-POINTERS

REBOUNDING

STEALING



Laimbeer grabs an offensive rebound, pursued by Grant of Chicago. Elbows out, he jumps again and makes the basket.



Laimbeer fakes out Horace Grant and then shoots over Grant's head. If you execute a Head Fake, your player stops his dribble and therefore must either shoot for the basket or pass the ball.

BRADY GAMES RATINGS



56

It's an NBA JAM Thing



M REGGIE MILLER

Position:

Guard

Vital Stats:

Reginald Wayne Miller, born Aug. 24, 1965 in Riverside, CA. 6'7", 185 pounds. Brother of Darrell Miller, former California Angels baseball player; brother of Cheryl Miller, member of U.S. Olympic women's basketball team, 1984.

College Hoops:

UCLA. 17.2 ppg, .547 FG %

NBA Draft:

11th in 1987

NBA Career:

1987-93 Indiana. 19.2 ppg, .497 FG %, .385 3-pt. FG %.

1992-93 Season:

21.2 ppg, 3.2 apg, .479 FG %

Rep:

Almost exclusively an outside shooter. Has a quick release.

Chalk Talk:

Hello! His defense is uneven—he can shadow Michael Jordan one night, but puff away for a lesser opponent the next. In fact, without the occasional flashes of brilliance against the best opponents in the league, he would probably earn no defensive credits at all.

NBA JAM RATINGS

SPEED

3-POINTERS

BUNKS

DEFENSE



Miller stuffs from way up high.



It starts with a steal; Miller picks the pocket of Golden State's Tim Hardaway and then breaks out across center court. Turbo takeoff takes place at the free-throw line.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



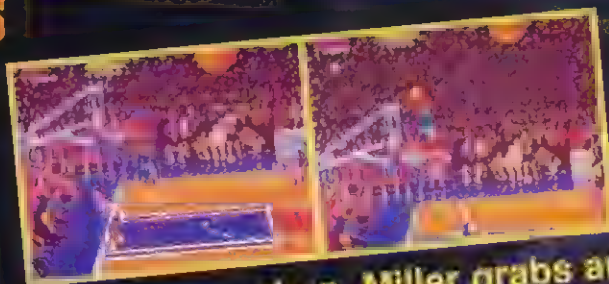
DOWNTOWN



DEFENSE



ONE-MAN TEAM



Up, down, and up. Miller grabs an offensive rebound at the right side of the hoop and then goes back up for a two-handed jam.



He's on fire! With Turbo power, Miller takes off in the center of the paint for his third consecutive basket. When a player is "On Fire," he has unlimited Turbo power.

58 It's an NBA JAM Thing

M DERRICK MCKEY

Position:

Forward

Vital Stats:

Derrick Wayne McKey, born Oct. 10, 1966 in Meridian, MS. 6'10", 225 pounds

College Hoops:

Alabama. 12.4 ppg, .580 FG %

NBA Draft:

9th in 1987

NBA Career:

1987-1993 Seattle. 13.9 ppg, .497 FG %, .331 3-pt. FG %. NBA All-Rookie Team 1988.

1992-93 Season:

13.4 ppg, 2.6 apg, .496 FG %

Rep:

On defense, he makes good use of his quickness and size to make his presence known. Good spinning moves, and a consistent jump hook in the lane.

"I scream and holler. I'm telling people where they have to go. But that's only on the court. Off the court, I'm a totally different person. I'm a normal guy."

Chalk Talk:

Is It the Shoes? A bit on the inconsistent side, sometimes brilliant and sometimes dull as an old penny.

NBA JAM RATINGS





Derrick McKey rebounds the ball just to the left of the hoop, facing away from the basket. He launches back up, twists, and stuffs from the same position.



McKey takes off above the free-throw line, flies over the hoop and descends for a mega-stuff. For a high-powered super dunk, press the Turbo and Shoot buttons while running toward the basket.



McKey launches a hook shot.

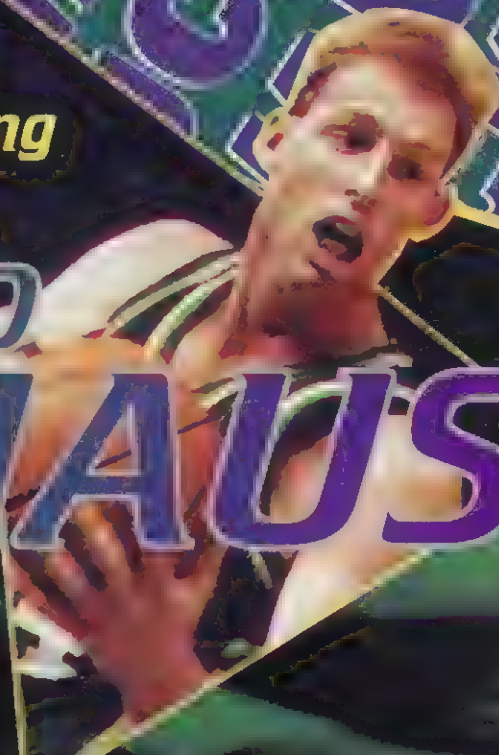
BRADY GAMES RATINGS



60

It's an NBA JAM Thing

BRAD LOHAUS



Position:

Forward

Vital Stats:

Brad Allen Lohaus, born Sept. 29, 1964 in New Ulm, MN. 7'0", 235 pounds

College Hoops:

Iowa. 6.3 ppg, .467 FG %

NBA Draft:

45th in 1987

NBA Career:

1987-89 Boston, 1989 Sacramento, 1989 Minnesota, 1990-1993 Milwaukee. 6.7 ppg, .453 FG %, .346 3-pt. FG %.

1992-93 Season:

9.1 ppg, 1.6 apg, .461 FG %

Rep:

Tremendous range from outside.

Chalk Talk:

A guard playing center? His entire game takes place outside the 3-point line. Has no back-to-the-basket skills.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE

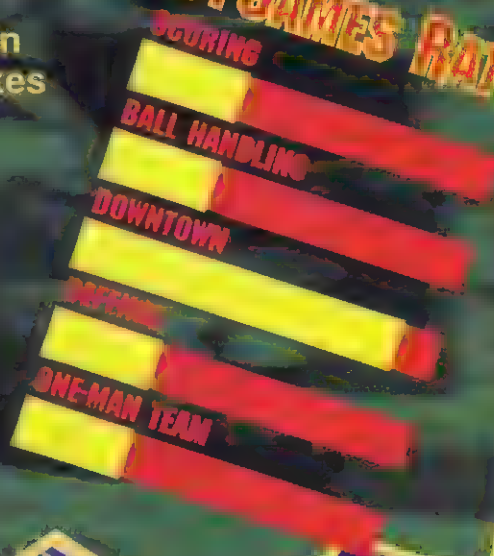


Is it the shoes? Lohaus breaks through for a spectacular turbo jam. The takeoff point is two ticks into the paint, just slightly right of center.

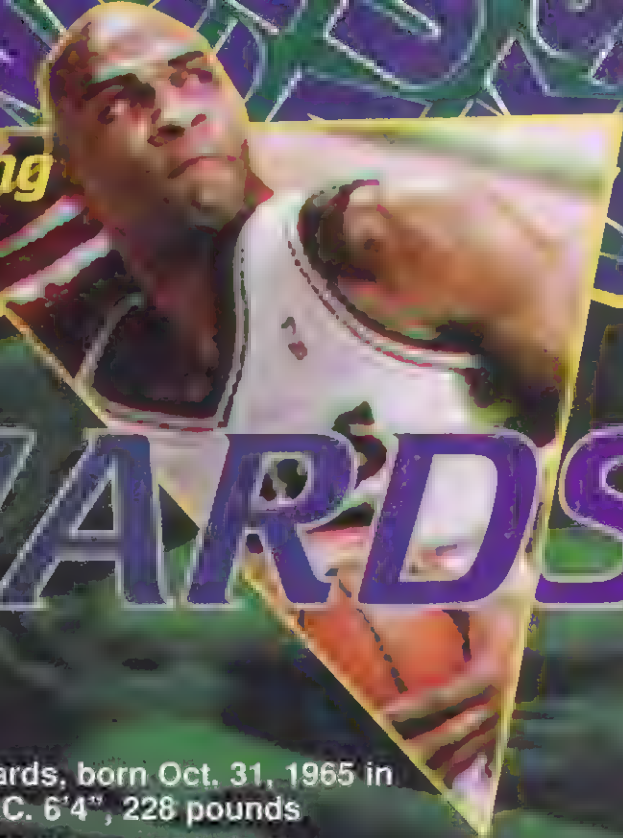


Lohaus walks the line. He receives an outlet pass at the baseline and moves in toward the basket. He turns out and takes off a step over the 3-point line.

BRADY GAMES RATINGS



BLUE EDWARDS

**Position:**

Forward

Vital Stats:

Theodore Edwards, born Oct. 31, 1965 in Washington, D.C. 6'4", 228 pounds

College Hoops:

East Carolina. 20.6 ppg, .555 FG %

NBA Draft:

21st in 1989

NBA Career:

1989-92 Utah, 1992-93 Milwaukee. 12.1 ppg, .516 FG %, .346 3-pt. FG %. NBA All-Rookie 2nd Team 1990.

1992-93 Season:

16.9 ppg, 2.6 apg, .512 FG %

Rep:

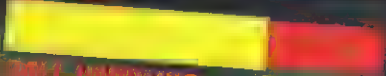
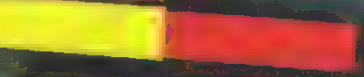
Strong and athletic, he moves in from the wings to the basket very well, often finishing with a dunk.

Chalk Talk:*Hello!* Prone to self-inflicted injuries when handling the ball

NBA JAM RATINGS

SPEED**3-POINTERS****DUNKS****DEFENSE**

BRADY GAMES RATINGS

SCORING**BALL HANDLING****DOWNTOWN****DEFENSE****TEAM PLAY**



Edwards snares an offensive rebound beneath the hoop and steps back for a one-handed hook shot.



Another assist from Lohaus: Edwards receives a cross-the-paint pass and then crosses on an angle to launch a twisting overhead jam.



Edwards receives a pass from Lohaus, stuck in traffic under the net. Edwards breaks in on an angle from left to right across the paint and launches a pretty airborne hook shot.

Super Secret Codes

Three-Point Sweet Spot (Super NES and Sega)

Your chances of landing a 3-point shot greatly increase if you move your player to the bottom corner of the screen, about two tick marks in from the baseline. The higher your player's 3-point rating, the better the odds. Your chances are best when your shooter is wide open.

Turbo Cheat Power Up (Super NES)

When **Tonight's Match-up** appears, tap any button 6 times and then press and hold the Y, B, and A buttons and keep them pressed until the screen fades.

Turbo Power appears at the bottom left corner of the screen for a moment; you will have unlimited Turbo Power for your players, so keep your finger on the Turbo button.

Defense Power Up (Super NES and Sega)

When Tonight's Match-up appears, tap any button 4 times and then press and hold the button and keep it pressed until the tip-off at the start of the game.

Super NES Passwords

For all of the Super NES passwords listed here, use CDS as your initials.

Wins	Passwords
9	BH52DVV DV4ZKHT
11	1133PFC MTJHSPH
12	3F5B2VH DW5ZKDP
15	1P8D4Z5 F1F4LBR
18	SDZJ3DB MTF5NBS
20	QJCH5B2 VZC1R4G
25	TY4Y5VT NSZBJ26
26 (1 more win needed)	SB3J3C2 NYHKBBS

Super NES Juice Mode

When Tonight's Matchup appears, rapidly tap any button 13 times. Then press and hold the B and X buttons until tip-off. Your

team will play at a slightly higher level. Note: After you defeat all 27 teams in the game, you will automatically be in Juice mode on both Sega and Super NES.

Super Slam Dunks (Super NES and Sega)

After you select your team, before the Tip-off screen, quickly tap any button 13 times while rotating the arrow keys in a clockwise direction. On the 13th button press, hold down the button and continue rotating the pad until tip-off.



A halftime report from Utah.

Turbo Cheat Power Up (Sega)

When Tonight's Matchup appears, tap any button 5 times and then press and hold the C, B, and A buttons and keep them pressed until the screen fades.

Turbo Power appears at the bottom left corner of the screen for a moment; you will have unlimited turbo power for your players, so keep your finger on the turbo button.



Final stats from the Bulls and Pistons game.

Additional Tips

When the clock reaches three seconds, shoot the ball instead of trying to take it to the hoop for a jam.

Spectacular court-long shots stand a better chance of going through the hoop when the clock is near zero, and when your team trails on the scoreboard (if Computer Assistance is turned on).



Dee Brown's NBA JAM Scouting Report:

Golden State Warriors



Tim Hardaway probably has the best crossover dribble in the league. He can score and also pass. They call **Chris Mullin** the Larry Bird of the West Coast because he is such a great shooter. He's a Dream Team guy.

LA Clippers

Danny Manning is a guy who can play two or three positions on the court. He really has got a lot of skills. **Ron Harper**, before he got hurt in 1990, next to Michael Jordan was the most exciting player on the fast break. Harper is a really quick guy, a very good defender and always in the top 10 in steals.

LA Lakers

James Worthy is not as quick and as agile as he used to be, but still can give you problems because of his quickness and his size advantage over small forwards. **Vlade Divac** is a young player who, for a center, can dribble the ball very well. He has good range and is pretty quick on defense.

Phoenix Suns



Charles Barkley is a force on and off the court. He is just a very hungry player, and I think not winning the championship last year just makes him more hungry. Charles will dunk on anybody. In the game, Sir Charles can be decked by an aggressive defender. **Kevin Johnson**, before all the injuries, was the quickest point guard in the league. He can also pull off the short jumper. I think the speed rating for KJ should be all the way to the top.

Portland Trail Blazers

Clyde Drexler was another Dream Team member. Great in the open court, he can dunk on you anytime he wants. He has a great jumper. **Terry Porter** is a great 3-point shooter. He strokes the ball better than any 2-guard in the league from that range.

Seattle SuperSonics



Shawn Kemp is one of the better power forwards in the league. At 6'10", he can run like a guard and jump like a big guy. **Detlef Schrempf** is probably one of the better all-around players in the league. He gets you 15 points, 8 assists, and 9 rebounds every game. He plays the high post and the low post.

Sacramento Kings

I believe everybody thinks **Wayman Tisdale** has been under-achieving all the years he has been in the league, but I think he is

a really good low post player. A left-handed guy who spins to the basket. He has a nice fadeaway shot. **Mitch Richmond** is one of the best 2-guards on the west coast. He can post you up and take you inside. He has great quickness, great range on 3-pointers and dunks with the best of them because of his size.

Dallas Mavericks

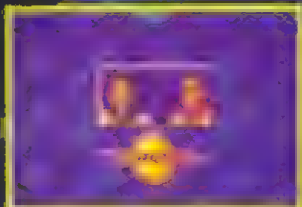
Derek Harper is not in Dallas anymore, but for 10-plus years he has been through the good and the bad with the Mavericks. He is a really great defender with quick hands. He is one of those guys who can stick a 3-pointer to you anytime during the game on a pull up or off the half-court set. **Jim Jackson** is another young player who came a little late, but has great skills and can play the 1- or 2-guard. His defense is pretty good because of his size and long arms.

Denver Nuggets



Dikembe Mutombo is a great defender. He's always in the top 10 in blocks. Not as quick as some of the centers in the league, but he gets up the court as well as everybody else and dunks about everytime he gets into the paint. **LaPhonso Ellis** is a typical NBA power forward. He is really strong and runs the court better than any power forward in the league. He has great quickness for a guy his size. He dunks the ball with a lot of authority, and plays the post very well.

Houston Rockets



I think they gypped **Hakeem Olajuwon** a little bit on the **NBA JAM** ratings because he is the quickest center in the league. He's always in the top 10 in steals, field goal percentage, rebounds, blocks, and scoring. He dunks on you anytime and can shoot a fade-away jumper. **Vernon Maxwell** is a great shooter. Streaky at times, but his range is unbelievable. He's very quick off the dribble and a very good defender.

Minnesota Timberwolves

Christian Laettner is a very tough-nut type of player. He's really nasty on the court and can run the floor. At 6'10", he can play inside or outside and has great range. **Chuck Person** is a 3-point shooter with unbelievable range. I remember in my rookie year he hit seven 3-pointers on us in a playoff game when he was with Indiana. He's called the Rifleman after Chuck Connors, because his name is Chuck Connors Person and he shoots the ball just like a rifleman.

San Antonio Spurs

David Robinson is one of the top three centers in the league. David has great quickness, up there with Olajuwon. On defense, his long arms block shots. He is an intimidator. He also dunks the ball with a lot of authority. **Sean Elliott** is a great open court player, likened to Michael Jordan or Ron Harper. Very good on a break. There are not too many players who can create shots off the dribble on a one-on-one situation. He's a great dunker on the baseline.

Utah Jazz



Dream Teamer **Karl Malone** has real speed. Very strong, he can post you up and take you to school. He dunks the ball with authority; nobody gets in his way. He's called "The Mailman" because he always delivers. **John Stockton**, another Dream Teamer, is the best pure point guard in the NBA. He's an unbelievable passer, averaging 12 to 13 assists per game every year. He runs the break better than any point guard.

Atlanta Hawks

You can't say too much about **Dominique Wilkins**. If it wasn't for Michael Jordan he would have been the leading scorer in the NBA for the last five or six years. He's great in the open court. He can dunk on you, or dunk over you. He's had a couple of injuries to slow him down a little bit, but they don't give him the nickname "Human Highlight Film" for nothing. **Stacey Augmon** has very long arms; they call him "Plastic Man". I think his dunk rating should be up because he dunks just as good as any 2-guard in the league on the break. His defense is phenomenal because of his long arms and his quickness and speed.

Charlotte Hornets

Larry Johnson is a guy who people didn't think would do so well in the NBA because of his size. A real tough post player. L.J. has many moves inside, is very strong, very athletic inside, and can also play a little bit outside. If it wasn't for Shaq, **Alonzo Mourning** would have been Rookie of the Year last year. He does everything well. He's got great speed for a center, he's very

strong, works very hard, and can shoot 3-pointers well for a center. He dunks the ball at almost every opportunity in the paint.

Chicago Bulls



Scottie Pippen is just a great all-around player. He learned so much from Michael Jordan but came into his own last year when the team was struggling. He's another guy who can get you a triple-double almost every night because of his athletic ability. He can go in on a rebound at 6'9"

push the ball like a guard, and dunk like a center. **Horace Grant** is probably one of the hardest working guys in the NBA. He gets you 15 points, 10 rebounds every night. He kills people on the defensive rebound; he just tries to get every rebound, sort of like a Dennis Rodman-type player. You don't want to go inside with him.

Cleveland Cavaliers

Mark Price is probably the second best pure point guard in the league. He has great range. His 3-point rating should be up to the limit because he can shoot it off the dribble, on the break, off the half court set, and standing still. I think he is the best shooting point guard in the league, no question about it. I haven't seen him dunk one time, but you don't need to when you can get 3 points instead of 2. **Brad Daugherty** is a great passer for a big guy. He has little range at 3-pointers. He can dunk on a fast break because he runs the court well.

Detroit Pistons

Isiah Thomas is another one of those point guards who does a lot of things on the court: passing, scoring if he needs to, a

pretty good defender. He was one of the keys to the Bad Boys in the late 80's when they won two championships. **Bill Laimbeer** retired this year, thank God. He was one of the nastiest players on the court. He is one of those guys who if he is on your team, you love him. If he is not, you hate him. I have a lot of respect for him because he plays the game the way it is supposed to be played. He plays it hard, he plays it with aggression. People hate to leave him alone because he is a great shooter and for a guy who really can't jump and can't run, he lead the NBA in rebounding one year.

Indiana Pacers



Reggie Miller is one of the best 2-guards in the league. His 3-point rating should be all the way up to the top. He has unbelievable range for 3-pointers. He can shoot off the dribble. You hate to leave him alone because he can fill it up. If he gets in the paint he will try dunking on you. He's also really good at drawing fouls. **Derrick McKey** was traded from Seattle for **Detlef Schrempf**. People give him a bad rap because they don't know if he is going to play one night or play the next night. But when he plays he is one of the best small forwards in the league because of his jumping ability, long arms, and quickness.

Milwaukee Bucks

Brad Lohaus is a great 3-point shooter for a guy 7' tall. Never sees the paint. He's a leftie and if people don't know he's a leftie he dunks over them. His mission is to set picks and stay behind the 3-point line and just shoot jumpers. **Blue Edwards** is a

tough player. He's got great speed for a guy 6'5". He's got really good range on his jumper. He's not too much of a 3-point shooter, but he puts in 18 to 20 points. He dunks with the best of them. He's a pretty good defender.

Boston Celtics



The speed rating for Dee Brown is right. 3-pointers is about right; I don't shoot too many of them, but when I do, I do a pretty good job of it. I think my defense should be up because I really pride myself in playing better defense than anybody in the league. In dunks maybe up a little.

If I was playing against me, I would try to beat me with the jumper first because I like to flash to the basket to get to the rim. I am known for a pretty good finish around the rim. If you don't stop me, I will dunk it on you or make the next pass like a point guard. So I would play against me to shoot the jumper at first. If I don't make the jumper, then I'm in for a long night because I'll keep trying to shoot it.

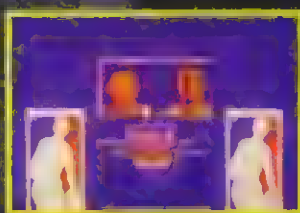
Robert Parish is the oldest man in the league; like the Energizer Bunny, he just keeps going and going. He's a great defender. For a guy of 40, he plays the quicker centers and power forwards better than anybody in the league because of his experience. I think his dunk rating should be up way more, and his 3-point rating should be down.

Miami Heat

Rony Seikaly is one of the younger centers in the league who's getting a lot of respect. His 3-point rating in NBA JAM is definitely wrong; Seikaly doesn't shoot 3-pointers at all. He's a good

dunker, a pretty good defender, and with his speed he gets up and down the court. **Harold Miner**, nickname Baby Jordan, has great leaping ability. He was the winner of the last slam dunk contest. Miner is an adequate defender, but he is getting a lot better. His speed is really quick off the dribble and he can create his own shot off the dribble.

New Jersey Nets



Derrick Coleman is the best power forward in the league I think, because he does everything. He can shoot 3-pointers better than any power forward and runs the court well. He is unstoppable in the post. **Kenny Anderson** has unbelievable speed and dribbles the ball like there was a string on it. He's a lefty who goes to the basket strong. He can create his own shots and penetrate and dish the ball to guys under the basket. He's very hard to guard one-on-one because of all the dribble moves.

New York Knicks

Patrick Ewing is one of those hard-working players. Patrick is not flashy at all, but he gets the job done year in and year out. He has great speed for a center. Dunks the ball with authority and plays great defense. **John Starks** plays with the most intensity I have ever seen. The guy hates to lose. He likes to head butt people. His 3-point range is great. He is a streaky shooter; he can hit seven in a row and miss his next four or five but he will keep shooting.

Orlando Magic



Nick Anderson is a great, great player. Anderson dunks the ball very well in the open court. Not known for his outside shooting, he likes to post up smaller guards and take them to the basket to try to dunk on them. **Scott Skiles** is one of those guys who they say is

slow, can't dribble, and can't jump. He will take a 3-pointer any-time you give it to him, and his speed is adequate. He gets to the paint and just tries to draw fouls.

Philadelphia 76ers

Clarence Weatherspoon is a poor man's version of Charles Barkley. When Barkley left Philadelphia, they filled in with Weatherspoon. He has done a great job. His dunk rating should be all the way up to the top; he will dunk on you in a second.

Very aggressive. **Jeff Hornacek** is a great 3-point shooter, with really quick hands. He's always in the top 10 in steals. Let him get a second shot off, and he will kill you.

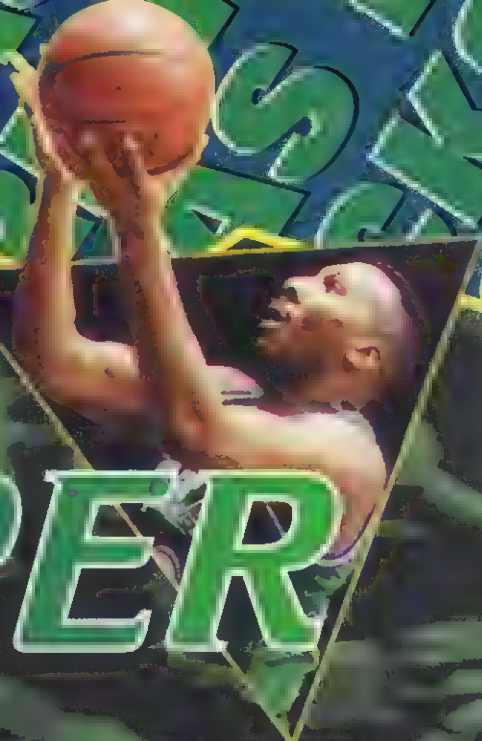
Washington Bullets

Tom Gugliotta is a guy who came in last year and did a great job at the beginning of the season and also toward the end. He's a really good 3-point shooter with great range. He's not known as a dunker but he will dunk on you if he gets in the paint and needs to make a strong move. **Harvey Grant** is totally opposite of his twin brother. He likes to shoot jumpers, likes to slash to the basket. He's not too much of a back-to-the-basket type of guy. He loves to take up the dribble facing you.

78

It's an NBA JAM Thing

H DEREK HARPER

**Position:**

Guard

Vital Stats:

Derek Ricardo Harper, born Oct. 13, 1961 in Elberton, GA. 6'4", 206 pounds

College Hoops:

Illinois. 10.9 ppg, .478 FG %

NBA Draft:

11th in 1983

NBA Career:

1983-1993 Dallas. 15.0 ppg, .474 FG %, .348 3-pt. FG %. NBA All-Defensive 2nd Team, 1987, 1990. Traded to New York Knicks at the beginning of 1993 season.

1992-93 Season:

18.2 ppg, 5.4 apg, .419 FG %

Rep:

Plays real tough on a creampuff team. A killer instinct.

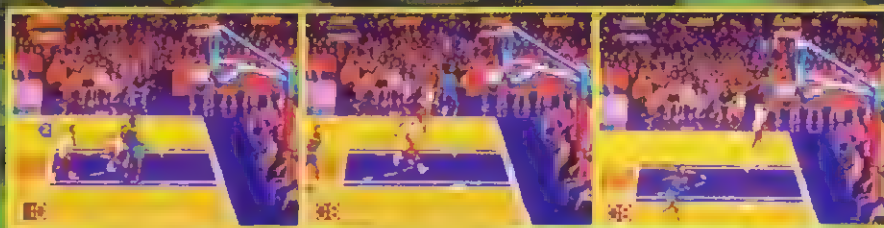
Chalk Talk:*Who, Me?* He's still a fine player on a not so great team. If he has some help he can lead a team to victory.

NBA JAM RATINGS

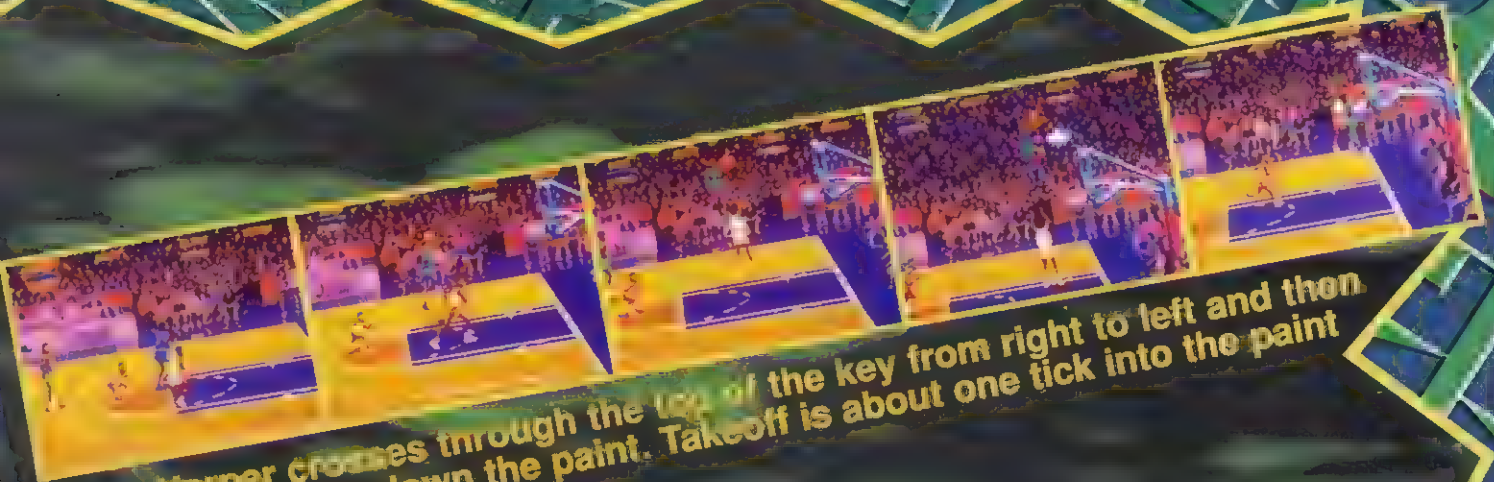
SPONTANEITY

DUNKS

DEFENSE



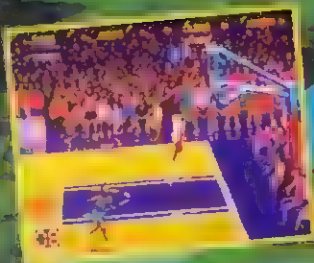
Halfway down the paint, on the right side, Harper finds the spot to launch a pretty layup.



Derek Harper crosses through the top of the key from right to left and then hangs a right turn down the paint. Takeoff is about one tick into the paint for a wicked jam.



He is on fire! Harper crosses right to left through the paint and hangs off along the left side of the key. He descends in flames for a forward jam.



HARPER

lays the ball up for two.

BRADY GAMES RATINGS

SCORING



ALL-AROUND



DOWNTOWN



DEFENSE



ONE-MAN TEAM



80

It's an NBA JAM Thing

JIM JACKSON

**Position:**

Guard

Vital Stats:

James Arthur Jackson, born Oct. 14, 1970 in Toledo, OH. 6'6", 220 pounds

College Hoops:

Ohio State. 19.2 ppg, .503.

NBA Draft:

4th in 1992

NBA Career:

1992-93 Dallas. 16.3 ppg, .395 FG %, .288 3-pt. FG %.

1992-93 Season:

16.3 ppg, 4.7 apg, .395 FG %

Rep:

He has the size to post smaller guards inside. He also has the range to score outside. When he's on, he can take charge of the floor.

Chalk Talk:*Hot and Cold!* His scoring sometimes runs in streaks, especially when he turns cold from outside.

NBA JAM RATINGS

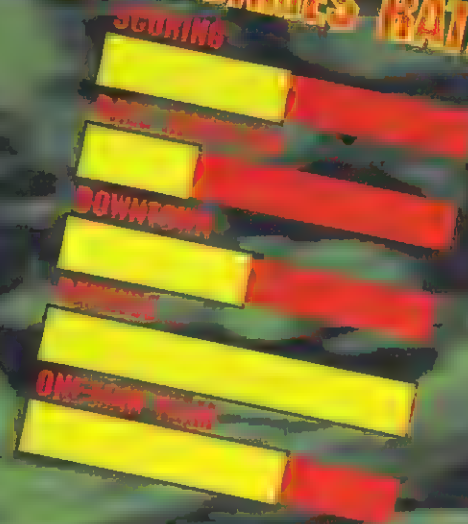


Jackson shows his range with a long 3-pointer by the officials desk.



Boon-shakalaka! Vin Jackson takes off two ticks into the paint for a layup, covered forward jam.

GRADY GAMES RATINGS



He couldn't get the basket by an opponent, Jackson shot into the ground to launch a reverse layup.

82

It's an NBA JAM Thing



DIKEMBE MUTOMBO

Position:

Center

Vital Stats:

Dikembe Mutombo Mpolondo Mukamba Jean Jacque Wamutombo, born June 25, 1966 in Kinshasa, Zaire. 7'2", 245 pounds

College Hoops:

Georgetown. 9.9 ppg, .644 FG %

NBA Draft:

4th in 1991

NBA Career:

1991-1993 Denver. 15.1 ppg, .501 FG %, .000 3-pt. FG %. NBA All-Rookie 1st Team, 1992.

1992-93 Season:

13.8 ppg, 1.8 apg, .510 FG %

Rep:

A solid offensive threat when he can run the game. He has suffered a bit as Denver has changed to a passing offense. In any scheme, though, he is a superb defender and an awesome rebounder.

Chalk Talk:

From Downtown! A perfect (Oh-for-Oh) record on 3-pointers.

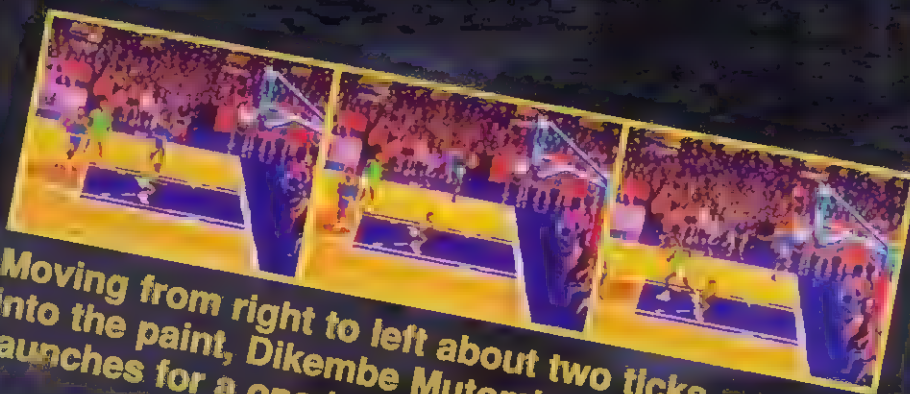
NBA JAM RATINGS

SPEED

3-POINTERS

POINTS

DEFENSE



Moving from right to left about two ticks into the paint, Dikembe Mutombo launches for a one-handed lay up.

BRADYGAMES RATINGS

SCORING



BALL HANDLING



DOWNTOWN



DEFENSE



ONE-MAN TEAM



Mutombo launches from outside the paint on the left, rising up for a sideways jam.



Mutombo drives strong to the hoop.

84

It's an NBA JAM Thing

LA PHONSO ELLIS

**Position:**

Forward

Vital Stats:

LaPhonso D. Ellis, born May 5, 1970 in East St. Louis, IL. 6'8", 240 pounds

College Hoops:

Notre Dame. 15.5 ppg, .577.

NBA Draft:

5th in 1992

NBA Career:

1992-93 Denver. 14.7 ppg, .504 FG %, .154 3-pt. FG %. NBA All-Rookie 1st Team, 1993.

1992-93 Season:

14.7 ppg, 1.8 apg, .504 FG %

Rep:

Very quick to jump and shoot.

Chalk Talk:*Look Out!* Can't pass as well as other top forwards in the league.

NBA JAM RATINGS

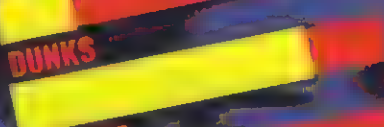
SPEED



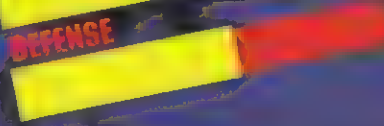
3-POINTERS



DUNKS



DEFENSE





A straight-in over-the-top jam launched by Ellis through the middle of the key



Open in the lane, Ellis launches a flying jump shot.

BRADY GAMES RATINGS



86

It's an NBA JAM Thing

OLAJUWON

Position:

Center

Vital Stats:

Hakeem Abdul Olajuwon, born Jan. 21, 1963 in Lagos, Nigeria. 7'0", 255 pounds

College Hoops:

Houston. 13.3 ppg, .639 FG %

NBA Draft:

1st in 1984

NBA Career:

1984-1993 Houston. 23.2 ppg, .515 FG %, .053 3-pt. FG %. NBA Defensive Player of the Year, 1993. All-NBA 1st Team 1987-89, 1993. All-NBA 2nd Team 1986, 1990. All-NBA 3rd Team 1991. NBA All-Defensive 1st Team 1987-1988, 1990, 1993. NBA All-Defensive 2nd Team 1985, 1991. NBA All-Rookie Team 1985.

1992-93 Season:

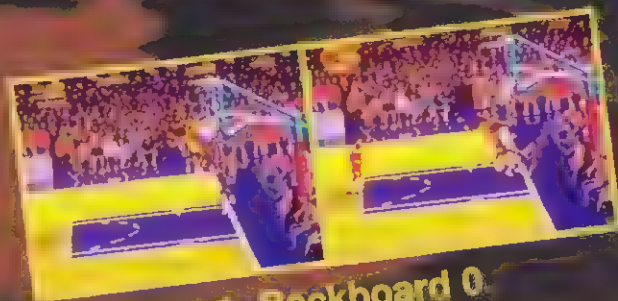
26.1 ppg, 3.5 apg, .529 FG %

Rep:

Among the best in the league in rejections. He dominates the offense and defense. Developed a turnaround jump shot in the 1992-93 season and uses it with great success. He also improved his passing game.

Chalk Talk:

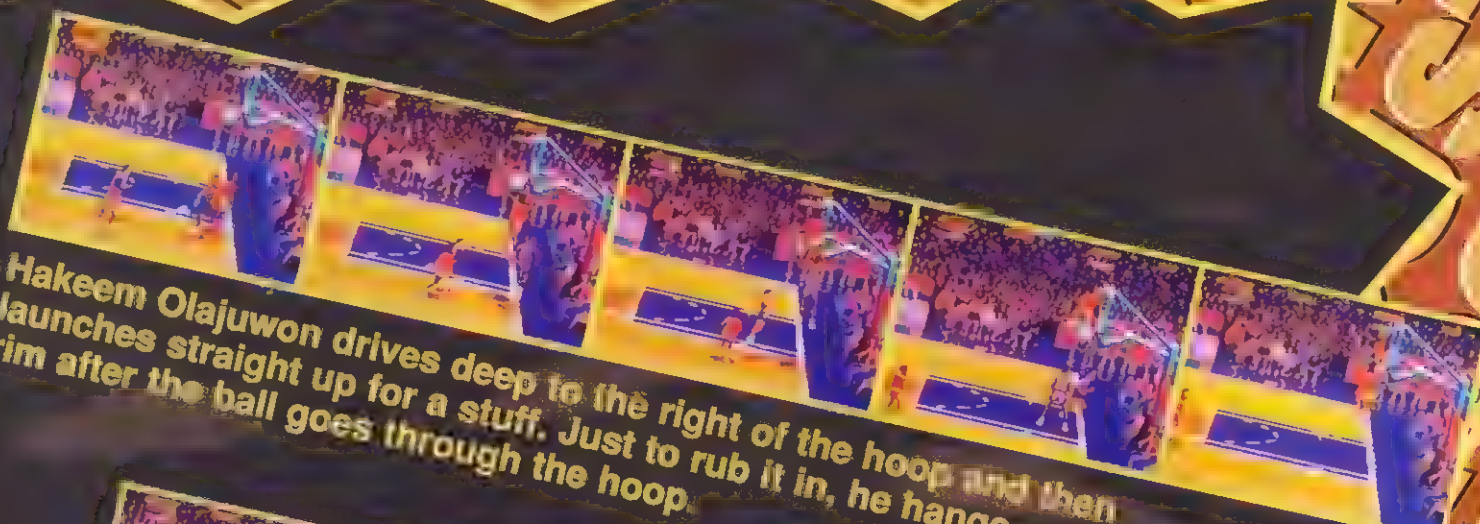
Hello, Long Distance? He bagged 2 out of the 53 treys he has attempted in nine NBA seasons.



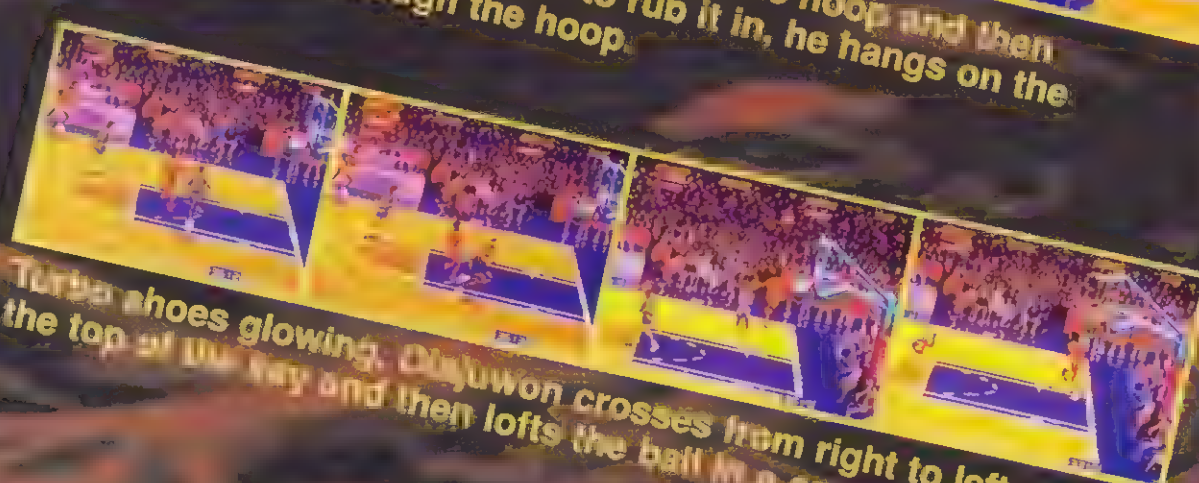
Olajuwon 1, Backboard 0

NBA JAM RATINGS

SPEED**2-POINTERS****BUNKS****DEFENSE**



Hakeem Olajuwon drives deep to the right of the hoop and then launches straight up for a stuff. Just to rub it in, he hangs on the rim after the ball goes through the hoop.



Turbo shoes glowing. Olajuwon crosses from right to left across the top of the key and then lofts the ball in a one-arm jam.



Just to the right of center, Olajuwon takes off one tick into the paint and lands on fire.

BRAVINGAMES RATINGS

ONE-MAN TEAM

88

It's an NBA JAM Thing



VERNON MAXWELL

Position:

Guard

Nickname:

Mad Max

Vital Stats:

Born Sept. 12, 1965 in Gainesville, FL. 6'4", 190 pounds

College Hoops:

Florida. 18.9 ppg, .462 FG %

NBA Draft:

47th in 1988

NBA Career:

1988-89 San Antonio; 1989-93, Houston. 13.8 ppg, .416 FG %, .326 3-pt. FG %. Holds NBA single-season record for most 3-point goals made with 172.

1992-93 Season:

13.8 ppg, 4.2 apg, .407 FG %

Repu:

An explosive player; sometimes a wild man. A very physical player who seems to enjoy basketball as a contact sport.

Chalk Talk:

Watch Out! is very streaky when it comes to handling the ball under pressure.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



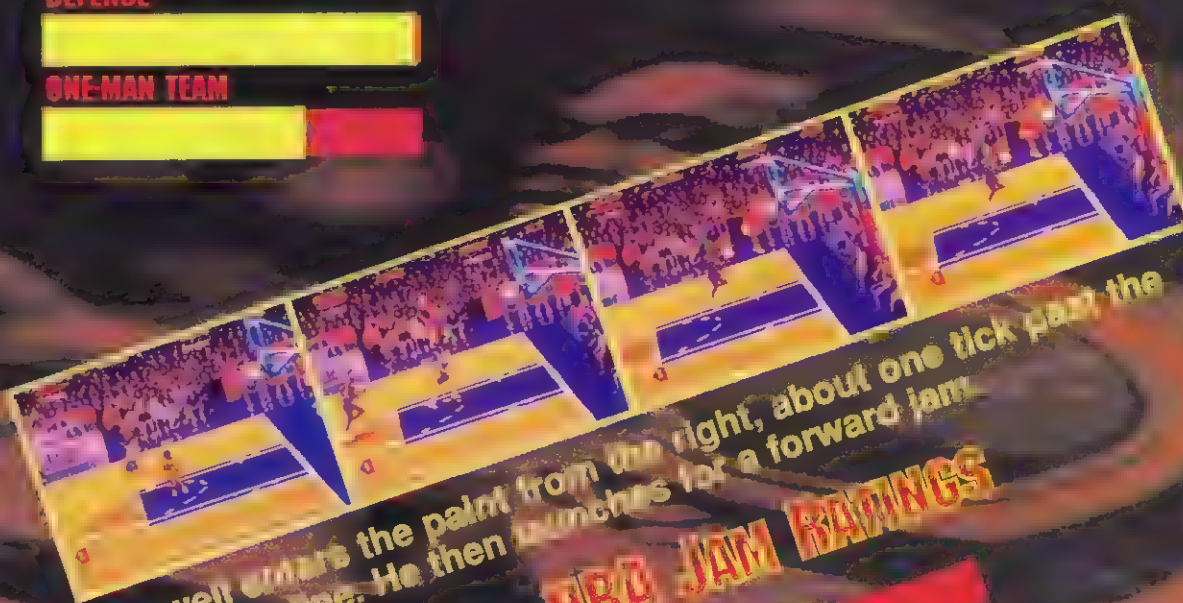
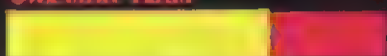
DOWNTOWN



DEFENSE



ONE-MAN TEAM



Maxwell enters the paint from the right, about one tick past the free-throw line. He then launches for a forward jam.

A&P JAM RATINGS



90

It's an NBA JAM THING

CHRISTIAN LAETTNER

Position:

Forward

Vital Stats:

Christian Donald Laettner, born Aug. 17, 1969 in Angola, NY. 6'11", 241 pounds

College Hoops:

Duke. 16.6 ppg, .574 FG %

NBA Draft:

3rd in 1992

NBA Career:

1992-93 Minnesota. 18.2 ppg, .474 FG %, .485 3-pt. FG %. Member of 1992 U.S. Olympic Team. NBA All-Rookie 1st Team, 1993.

1992-93 Season:

18.2 ppg, 2.8 apg, .474 FG %

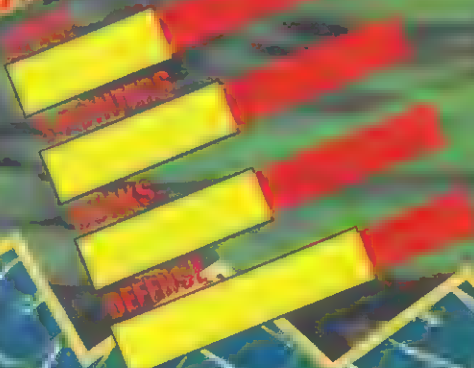
Rep:

His first year as a pro showed him to have star potential, but also a bit on the immature side. Didn't get along with some of his teammates, and reached for his individual star very quickly.

Plays well from the outside, and posts up well.

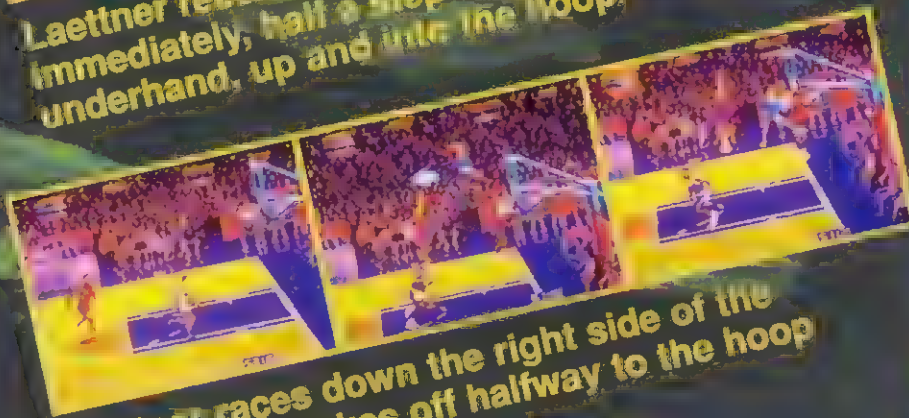
He drew a lot of fouls, but that won't help in *NBA JAM*.**Chalk Talk:***Oops!* A good passer on the outlet play, but sometimes made sloppy mistakes resulting in turnovers. He broke the team record with 275 turnovers. In one game against Phoenix he was robbed 10 times, a team record and NBA season high.

NBA JAM RATINGS





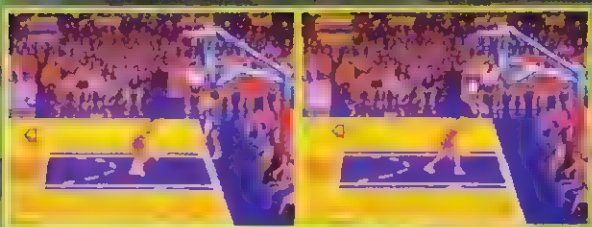
Laettner receives a pass at the top of the key and takes off immediately, half a step over the free-throw line. He lofts the ball underhand, up and into the hoop.



Laettner races down the right side of the key and then takes off halfway to the hoop for a forward jam.

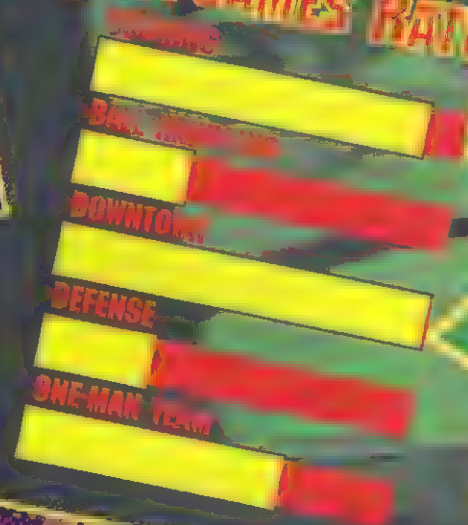


At the left post, to the left of the hoop, Laettner launches for a two-handed power jam. Turbo Power helps!



Laettner takes off in the right of the hoop for a close-in backward jam.

BRADY GAMES RATINGS





CHUCK PERSON

Position:

Forward

Vital Stats:

Chuck Connors Person, born June 27, 1964 in Brantley, AL. 6'8", 225 pounds

College Hoops:

Auburn. 18.3 ppg, .536 FG %

NBA Draft:

4th in 1986

NBA Career:

1986-1992 Indiana; 1992-93 Minnesota. 18.7 ppg, .475 FG %, .351 3-pt. FG %. NBA Rookie of the Year 1987. NBA All-Rookie Team 1987.

1992-93 Season:

16.8 ppg, 4.4 apg, .433 FG %

Rep:

Not very successful at penetrating. He scores his points from the outside. When he's on, he can take over the team and the game.

Chalk Talk:

Low Gear!
Very slow on defense.

BRADY GAMES RATINGS



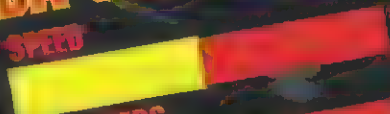
Straight up the middle, Person takes off midway through the paint with a backward twist.



Person receives a pass off the rebound under the basket and goes up for a backward stuff.

NBA JAM RATINGS

SPEED



3-POINTERS



DUNKS



DEFENSE



Person shows his versatility with a hook shot.

94

It's an NBA IAM Thing



DAVID ROBINSON

Position:

Center

Nickname:

The Admiral

Vital Stats:

David Maurice Robinson, born Aug. 6, 1965 in Key West, FL. 7'1", 235 pounds
Navy. 21.0 ppg, .613 FG %

College Hoops:

1st in 1987

NBA Draft:**NBA Career:**

1987-89 military service. 1989-1993 San Antonio. 24.2 ppg, .533 FG %, .147 3-pt. FG %. NBA Defensive Player of the Year 1992. NBA Rookie of the Year 1990. All-NBA 1st Team 1991-1992. All-NBA 3rd Team 1990, 1993. NBA All-Defensive 1st Team 1991-1992. NBA All-Defensive 2nd Team 1990, 1993. NBA All-Rookie 1st Team 1990.

1992-93 Season:

23.4 ppg, 3.7 apg, .501 FG %

Rep:

His offense will shine, but it's his defensive skills that can set the tone of the game.

He spends a lot of time under the basket because the rest of the Spurs are a weak rebounding squad. He would be more dominant if he was allowed to run the court more.

Chalk Talk:*Don't Bother! Doesn't take treys.*

NBA IAM RATINGS

SPEED

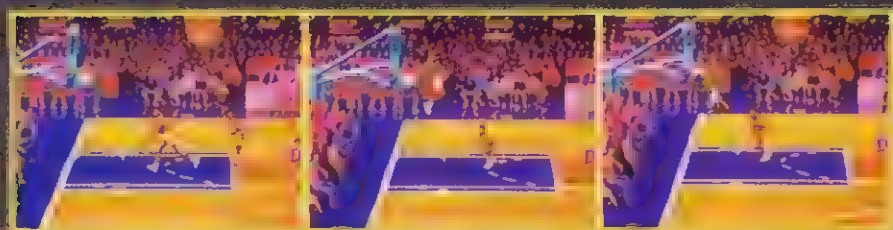
HANDLING

DUNKS

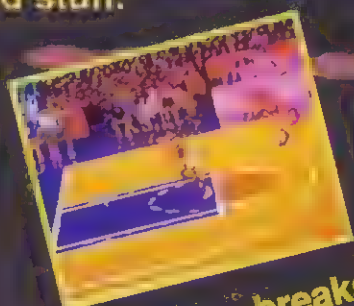
SCORING



Moving from left to right in the paint, Robinson launches a one-handed stuff from halfway to the hoop.



David Robinson takes off three ticks into the paint for a backward stuff.



Robinson breaks open for an easy two.



Robinson jams it home with authority.



Robinson flies in midair twisting for a thunder dunk.

BRADY GAMES RATINGS



96

It's an NBA JAM Thing

SEAN ELLIOTT

**Position:**

Forward

Vital Stats:

Sean Michael Elliott, born Feb. 2, 1968 in Tucson, AZ, 6'8", 215 pounds

College Hoops:

Arizona. 19.2 ppg, .512 FG %

NBA Draft:

3rd in 1989

NBA Career:

1989-1993 San Antonio. 14.8 ppg, .490 FG %, 220 3-pt. FG %. NBA All-Rookie 2nd Team 1990. Traded in 1993 to the Detroit Pistons.

1992-93 Season:

17.2 ppg, 3.8 apg, .491 FG %

Rep:

At his best in one-on-one confrontations which allow him to break out. Stays in front of his opposing man.

Chalk Talk:*Is It the Shoes?* A very weak rebounder.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE



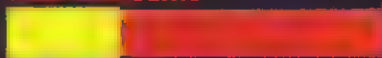
Elliott runs into the paint to a position beneath the basket, taking off for a backward stuff.

BRADY GAMES RATINGS

SCORING



BALL HANDLING



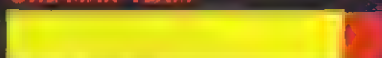
DOWNTOWN



DEFENSE



ONE-MAN TEAM



Elliott breaks free up the middle and launches just over the free-throw line for a windmill jam.



Elliott puts the "nail in the coffin" with 22 seconds left in the game. Takeoff is from left to right deep in the paint.



MALONE

Position:

Forward

Nickname:

The Mailman.

Vital Stats:

Born July 24, 1963 in Summerfield, LA. 6'9", 256 pounds

College Hoops:

Louisiana Tech. 18.7 ppg, .566 FG %

NBA Draft:

13th in 1985

NBA Career:

1985-1993 Utah. 26.1 ppg, .528 FG %, .258 3-pt. FG %. U.S. Olympic Team, 1992. All-NBA 1st Team 1989-1993. All-NBA 2nd Team 1988. NBA All-Defensive 2nd Team 1988. NBA All-Rookie Team 1986.

1992-93 Season:

27.0 ppg, 3.8 apg, .552 FG %

Rep:

A bulldozer under the net, plowing through all defenders. Give him the ball in the lane and he'll get to the basket or to the foul line. Has improved his outside shot, too.

He took some of his millions and fulfilled a life-time dream, buying a custom-designed 18-wheeler. In the off-season he makes cross-country runs hauling potatoes. His CB handle? Mailman, of course.

"I love athletes who live their lives by example. My all-time favorite is Nolan Ryan. He's done his job with class, dignity, and pride."

Chalk Talk:*Long Distance.* Sometimes stays outside when paydirt lies in the paint.



Malone takes off in front of the free-throw line for a high-flying backward stuff.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE



Karl Malone penetrates halfway down the paint and takes off a step to the left of the hoop for a twisting stuff.



He's on fire! Malone breaks into the key, slightly to the right of center, and launches just in front of the free-throw line. He descends to the basket trailing a cone of flame that looks remarkably like Marge Simpson's hairdo.

BRADYGAMES RATINGS

SCORING

BALL HANDLING

DOWNTOWN

DEFENSE

ONE-MAN TEAM

100

It's an NBA JAM Thing

JOHN STOCKTON



Position:

Guard

Vital Stats:

John Houston Stockton, born March 26, 1962 in Spokane, WA. 6'1", 175 pounds

College Hoops:

Gonzaga. 12.5 ppg, .559 FG %

NBA Draft:

16th in 1984

NBA Career:

1984-1993 Utah. 14.5 ppg, .480 FG %, .358 3-pt. FG %. Holds single-season records for most assists, 1,164 in 1991, and highest assists-per-game average of 14.5 in 1990. U.S. Olympic team in 1992.

1992-93 Season:

15.1 ppg, 12 apg, .486 FG %

Rep:

The team quarterback and the ultimate playmaker. He looks to pass first, choosing to shoot only if necessary.

Chalk Talk:

Is It the Shoes? As good a shooter as he is, he doesn't put the ball up as often as he should.

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE



Straight down the center of the paint, Stockton rises midway to the hoop and finishes with a backward twist.



John Stockton crosses from left to right deep in the paint and then launches for a backward stuff.

BRADY GAMES RATINGS

SCORING

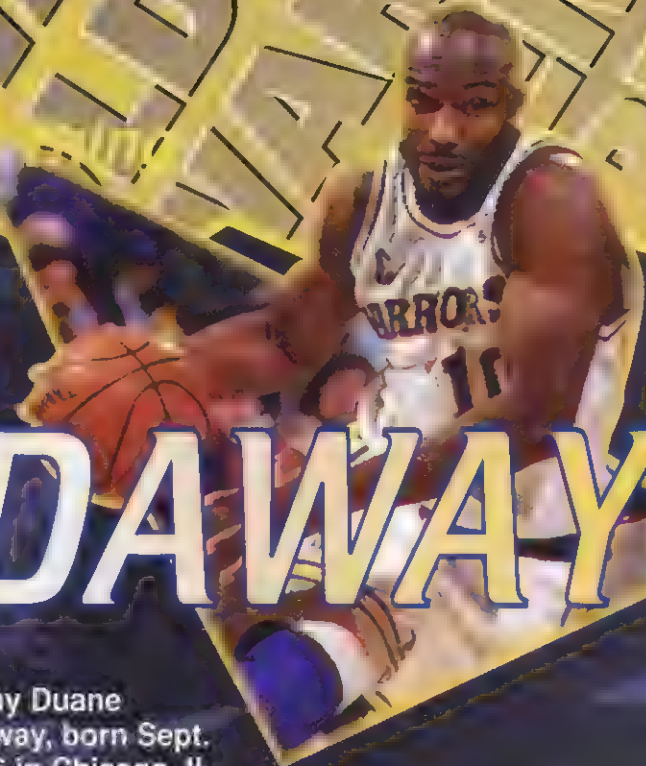
BALL HANDLING

DOWNTOWN

DEFENSE

ONE-MAN TEAM

TIM HARDAWAY



Position:

Vital Stats:

College Hoops:

NBA Draft:

NBA Career:

1992-93 Season:

Rep:

Guard

Timothy Duane Hardaway, born Sept. 1, 1966 in Chicago, IL. 6'0", 195 pounds

Texas-El Paso. 12.8 ppg, .484 FG%

14th in 1989

1989-1993 Golden State. 20.8 ppg, .464 FG%. NBA All-Rookie 1st Team, 1990. All-NBA 2nd Team, 1992; All-NBA 3rd Team 1993.

21.5 ppg, 10.6 apg, .447 FG%, .342 3-pt. FG %.

One of the best scorers in the league. A whiz with the ball, flying down the court with the UTEP Two-Step, a between-the-legs crossover dribble that fools even the old-timers.

A tough competitor who drives to the hoop any time he can (and times when he shouldn't). The only man in the NBA who averaged more than 20 points and 10 assists per game in the 1992-93 season. All but impossible to guard.

Ugly Shot! He's got an ugly knuckleball shot from outside, but a lot of them go in the hoop. In the 1992 season, he attempted the layup too often, which brought down his overall shooting average.

Little Guy! He's a relatively small guy when he goes up against some of the bigger guards which hurts him on defense.

Chalk Talk:

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE

Hardaway breaks down the right side of the paint, jumps and fakes a midair pass back to Mullin at the top of the key. He then spins in midair and puts the ball up. Meanwhile, Mullin has positioned himself for an offensive rebound.

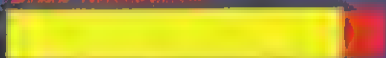
Hardaway breaks away through the center of the paint. He gets a burst of turbo just before the hoop and underhands the ball up and in.

BRADYGAMES RATINGS

SCORING



SHOOTING



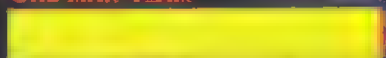
DOWNTOWN



DEFENSE



ONE-MAN TEAM



MCHRIS MULLIN

Position:

Forward

Vital Stats:

Christopher Paul Mullin, born July 30, 1963 in New York. 6'7", 215 pounds

College Hoops:

St. John's. 19.5 ppg, .550 FG%

NBA Draft:

7th in 1985

NBA Career:

1985-1993 Golden State. 22.5 ppg, .517 FG%, .345 3-pt FG%. U.S. Olympic Teams in 1984 and 1992. All-NBA 1st Team 1992, 2nd Team 1989 and 1991, and 3rd Team 1990.

1992-93 Season:

25.9 ppg, 3.6 apg, .510 FG%.

Rep:

Nothing fancy, but as solid as a 79-inch brick wall. Very slow but very clever.

One of the hardest-working men in basketball. A great shooter from inside and out—he had the second-highest 3-point percentage in the league at .451% last year. His age may be catching up with him; he missed the last half of the 1992-93 season to injuries.

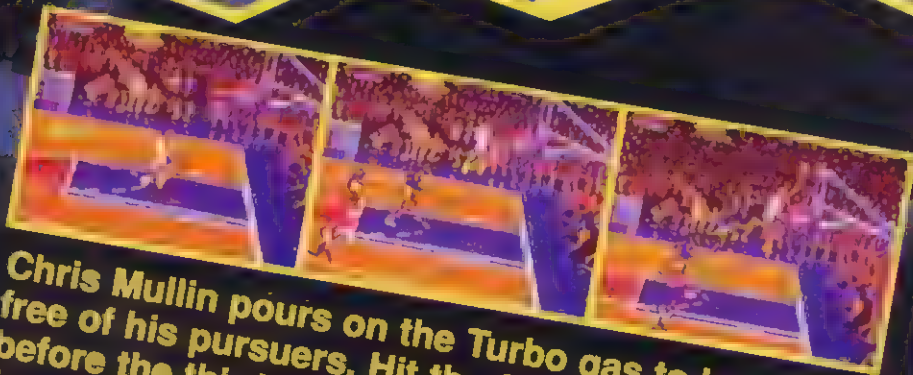
A great spot-up shooter. He's not quick, but still able to penetrate to the rim regularly.

Chalk Talk:

BRADY GAMES RATINGS

SCORING**BALL HANDLING****DOWNTOWN****DEFENSE****ONE-MAN TEAM**

Hello! Some days he scores an A on Big D; some nights he's the invisible defender. He is quick enough to snatch away the ball from nearby opponents, but not fast enough to keep up with a moving target.



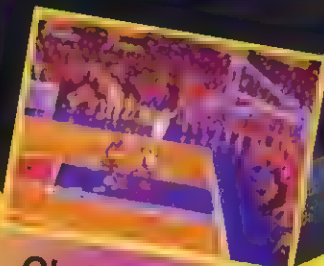
Chris Mullin pours on the Turbo gas to break free of his pursuers. Hit the Shoot button just before the third tick in the paint to loft the ball for an underhand shot.



Hardaway and Mullin bring the ball in.



Mullin skies for a board.



Chris Mullin flies in for two.



Mullin rises up like a missile out of a silo.



Mullin grabs a rebound at the top of the key.

NBA JAN RATINGS

SPEED



POINTERS

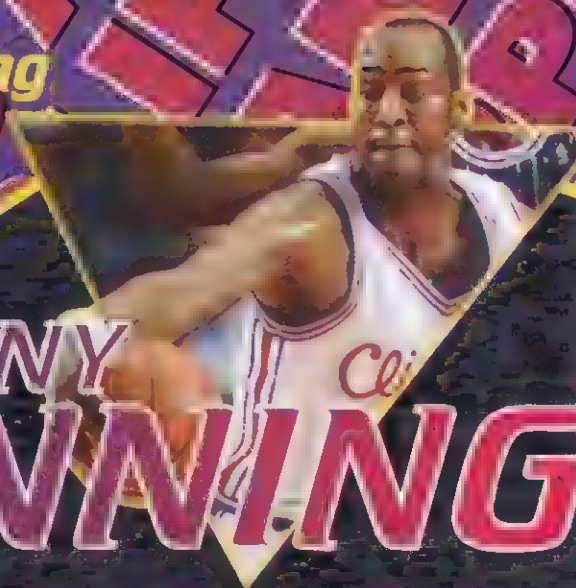


DUNKS



DEFENSE





DANNY MANNING

Position:

Forward

Vital Stats:

Daniel Ricardo Manning, born May 17, 1966 in Hattiesburg, MS. 6'10", 234 pounds. He's the son of a gunner, Ed Manning, a former NBA forward.

College Hoops:

Kansas. 20.1 ppg, .593 FG%

NBA Draft:

1st in 1988

NBA Career:

1988-1993 LA Clippers, 18.5 ppg, .523 FG%, .188 3-pt. FG %. Traded in late February to the Atlanta Hawks.

1992-93 Season:

22.8 ppg, 2.6 apg.

Rep:

Give him the ball in the post, and he puts it in the basket more than half the time. His best shot is a jump hook from either side of the basket. A very quick release, a fine ball handler, and passer.

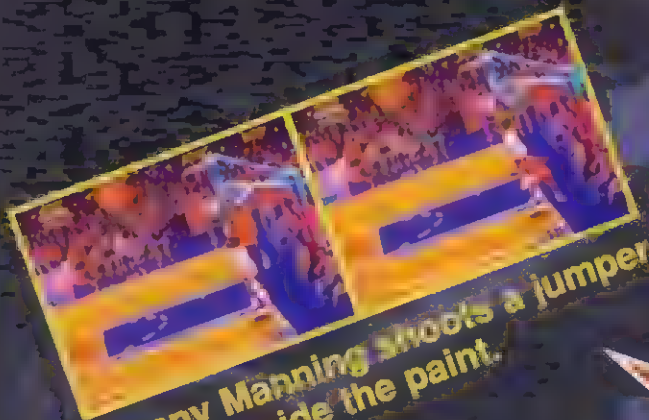
Chain Talk:

Turn Over! His D rates only a C in most books. He also turns over the ball a lot.

NBA JAM RATINGS

3-POINT

OFFENSE



Danny Manning shoots a jumper from outside the paint.



Manning finishes a strong move with a hook shot.



Manning with an impressive backward jam.

BRADY GAMES RATINGS

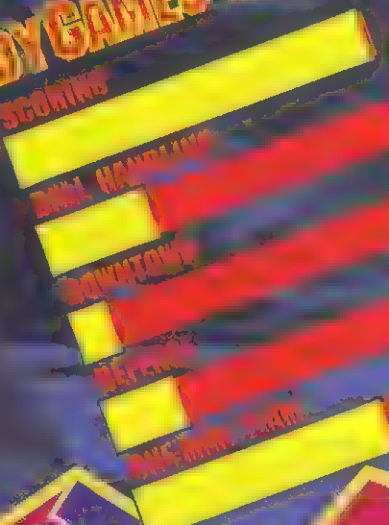
SCORING

BALL HANDLING

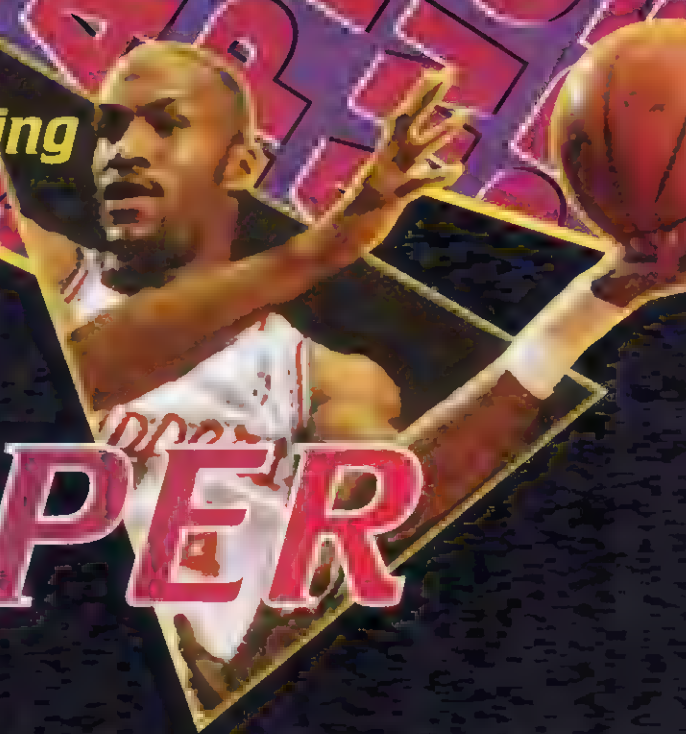
DOWNLOVE

REBOUND

ASSISTANCE



RON HARPER

**Position:**

Guard

Vital Stats:

Ronald Harper, born Jan. 20, 1964 in Dayton, OH.
6'6", 198 pounds

College Hoops:

Miami of Ohio. 19.8 ppg, .593 FG%

NBA Draft:

8th in 1986

NBA Career:

1986-1990 Cleveland; 1990-1993 LA Clippers. 19.2 ppg, .456 FG%, .278 3-pt. FG %. NBA All-Rookie Team, 1987.

1992-93 Season:

18 ppg, 4.5 apg, .451 FG%

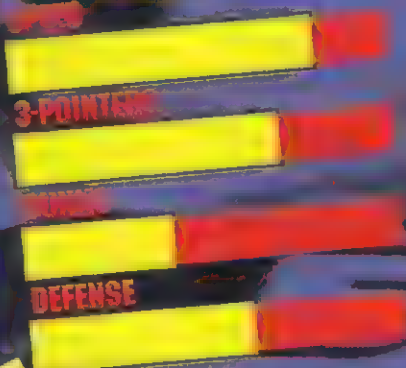
Reputation:

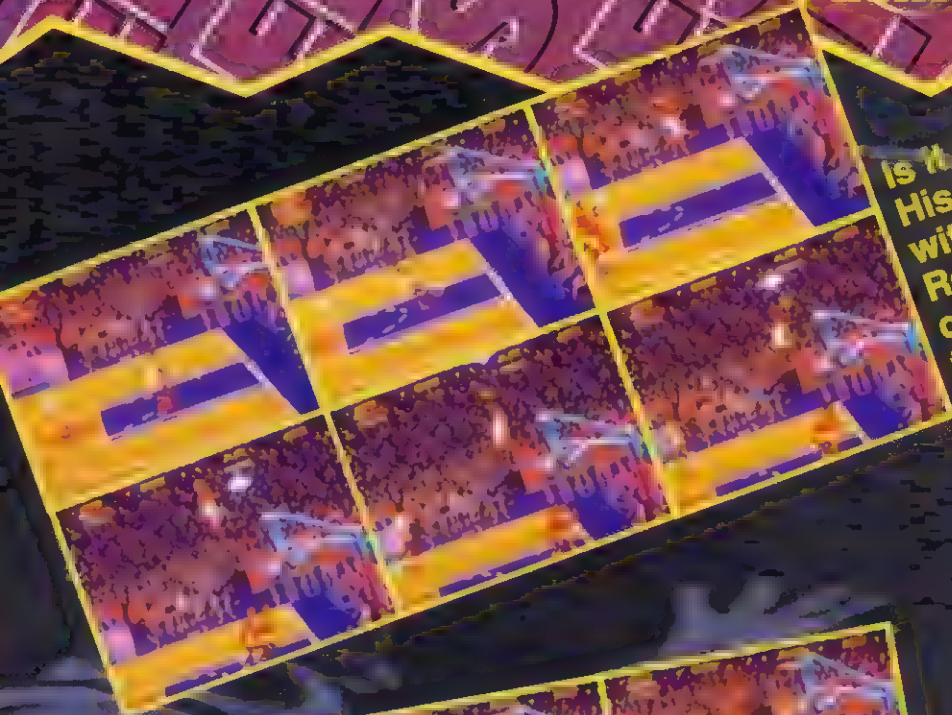
When he's on, he's on; when he's off, he probably should be off the court.

Chalk Talk:

Watch Out! Not known for his defensive skills in most matchups. He would rather be shooting the ball than defending the opposition.

NBA JAM RATINGS





Is it the shoes?
His feet glowing
with Turbo power,
Ron Harper takes
off to the right of
the paint, two
ticks in toward the
basket and then
twists and turns
his way for a
power jam. Be
sure to see the
secret code in this
book for
permanent Turbo
power!



Ron Harper dribbles deep into the paint to the
right of the basket. With Turbo on, he goes up
for an overhead two-handed jam.

BRADY GAMES RATINGS

SCORING



DEFENSE



REBOUNDING



ASSISTS



ONE-AND-ONE



110

It's an NBA JAM Thing

JAMES WORTHY



Position:

Forward

Vital Stats:

James Ager Worthy, born Feb. 27, 1961 in Gastonia, NC. 6'9", 225 pounds

College Hoops:

North Carolina. 14.5 ppg, .541 FG%

NBA Draft:

1st in 1982

NBA Career:

1983-1993 Los Angeles. 18.3 ppg, .544 FG%, 127 3-pt FG %. NBA All-Rookie Team, 1983. All-NBA 3rd Team, 1990, 1991.

1992-93 Season:

14.9 ppg, 3.4 apg, .447 FG%

Rep:

He's been around a long, long time and his skills have declined considerably. Solid going toward the basket, but his knees have betrayed him. He's still a big man on the court and a very smart player.

His best shot now is a middle-distance jumper, or a spot-up from just over the 3-point line.

Chalk Talk:

The Magic is Gone! Worthy has suffered from the retirement of Magic Johnson, who used to feed him lavishly to the hoop.

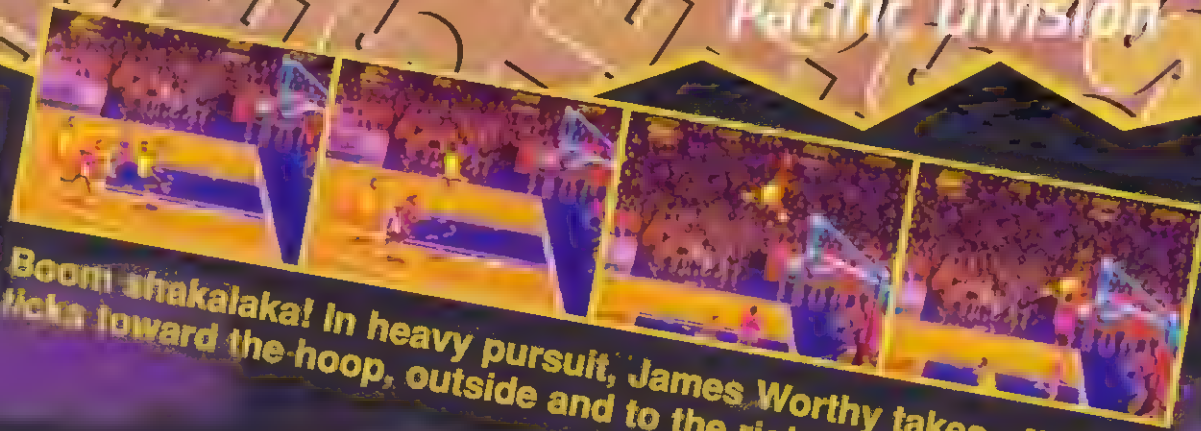
NBA JAM RATINGS

SPOTS

3-POINTERS

DUNKS

DEFENSE



Booni shakalaka! In heavy pursuit, James Worthy takes off two blocks toward the hoop, outside and to the right of the paint.



Turbo shoes glowing, Worthy crosses deep into the paint from the right and takes off for a knees-up backward shuffle.



Worthy's super-twist jam, launched from deep inside the paint to the left of the hoop.

GRADY GAMES RATINGS



WORTHY'S LONGEST

WORTHY'S LONGEST

VLADimir DIVAC

**Position:**

Center

Vital Stats:

Vlade Divac, born Feb. 3, 1968 in Prijepolje, Yugoslavia. 7'1", 260 pounds

College Hoops:

Did not attend college

NBA Draft:

26th in 1989

NBA Career:

1989-1993 Los Angeles. 10.9 ppg, .512 FG%, .274 3-pt. FG %. Member of Yugoslavian Olympic team, 1988. NBA All-Rookie 1st Team, 1990.

1992-93 Season:

12.8 ppg, 2.8 apg, .485 FG%

Rep:

A lot of talent in a tall package. A fine passer with good outside and 3-point shooting range and a strong presence on the court. His best shots include a fadeaway jumper and hook shots launched with either hand.

Chalk Talk:*Mr. Softie?* For a large man, he sometimes backs down very quickly when someone plays rough against him.*Is It the Shoes?* Defense is not his game. He falls prey to fakes and can be overpowered in the post.

NBA JAM RATINGS

SPEED



SHOOTING

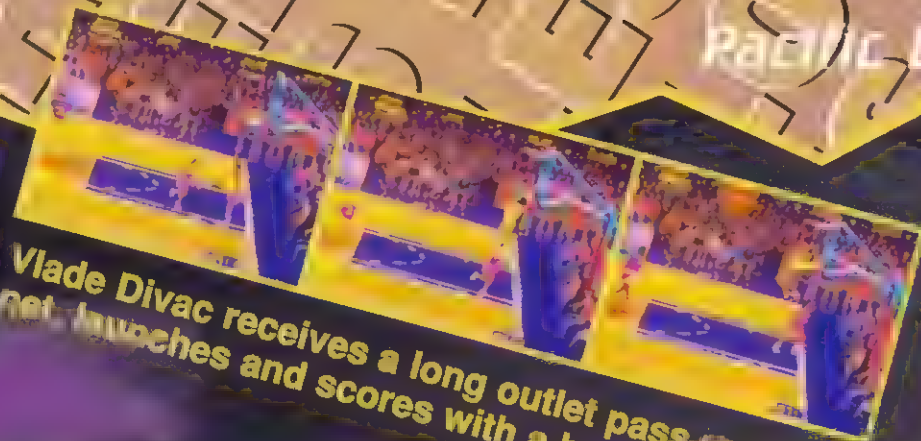


DUNKS



DEFENSE

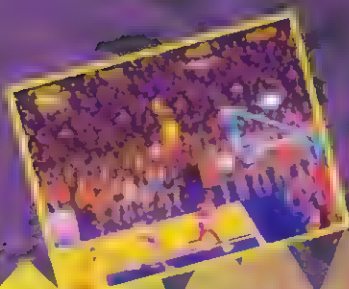




Vlade Divac receives a long outlet pass under the net, launches and scores with a backward stuff.



Divac enters the paint on a fast break, slightly to the right of the hoop and launches at the free-throw line for a forward one-handed jam.

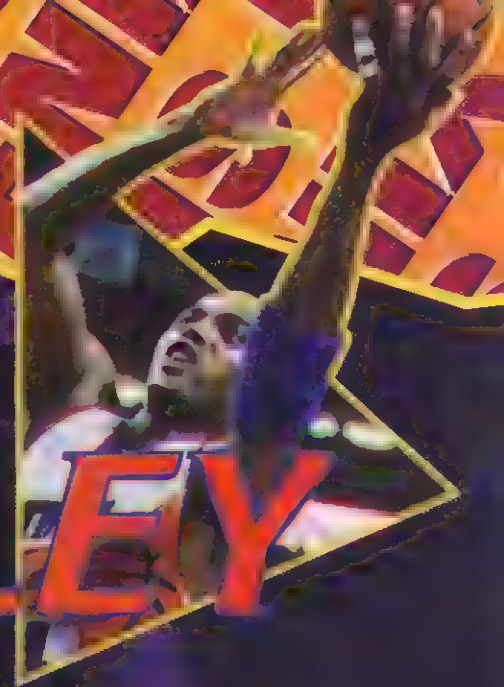


Divac launches high for a thunder dunk.

BRADY GAMES RATINGS



CHARLES BARKLEY

**Position:**

Forward

Nickname:

Sir Charles (now). Round Mound of Rebound (then).

Vital Stats:

Charles Wade Barkley, born Feb. 20, 1963 in Leeds, AL. 6'6", 252 pounds

College Hoops:

Auburn. 14.1 ppg, .626 FG%

NBA Draft:

5th in 1984

NBA Career:

1984-1992 Philadelphia; 1992-1993 Phoenix. 23.5 ppg, .569 FG%, .254 3-pt. FG %. NBA Most Valuable Player, 1993. Schick Award for all-around contributions to team success, 1986, 1987, and 1992. All-NBA 1st Team, 1988-91, 1993. All-NBA 2nd Team 1986-87, 1992. NBA All-Rookie Team 1985. Member of U.S. Olympic team 1992.

1992-93 Season:

25.6 ppg, 5.1 apg, .520 FG%

Rep:

Unstoppable under the basket, and nearly invincible everywhere else. He is physically stronger than just about anyone he meets under the basket. He completely owns the spot wherever he is.

The solid choice as MVP for 1993, coming in ahead of Hakeem Olajuwon, Michael Jordan, and Patrick Ewing. Only the third player to win the MVP award in the season following a trade to another team (the others are Kareem Abdul-Jabbar and Moses Malone).

Chalk Talk:

What a mouth! A legend in his own mind. "There will never be another player like me again. I'm the ninth Wonder of the World." Claimed he was misquoted in his own autobiography. Never elected! "My goal in life is to make everybody laugh. I make more money than the President. How can I not have fun?"

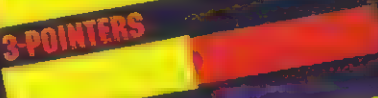
Out of Control! Makes some sloppy moves that result in turnovers. Sometimes selfish in his play.

NBA JAM RATINGS

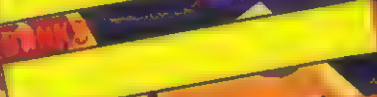
SPEED



3-POINTERS

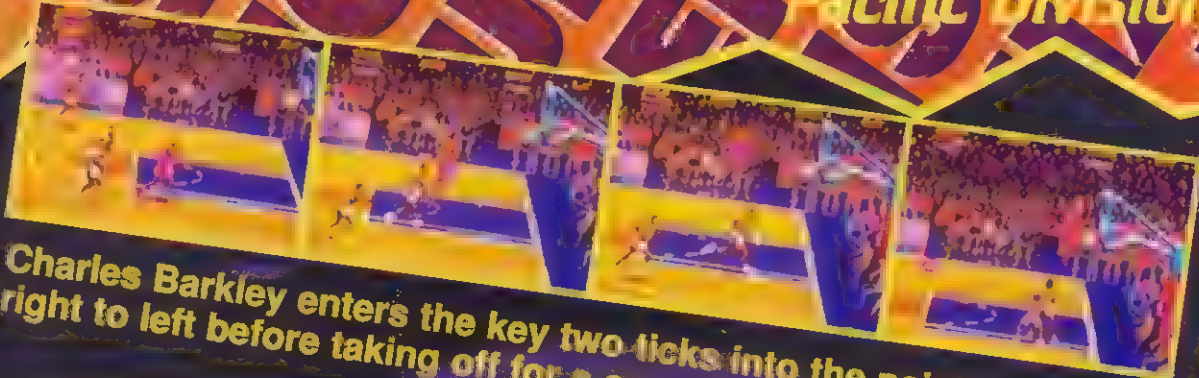


DUNKS



DEFENSE

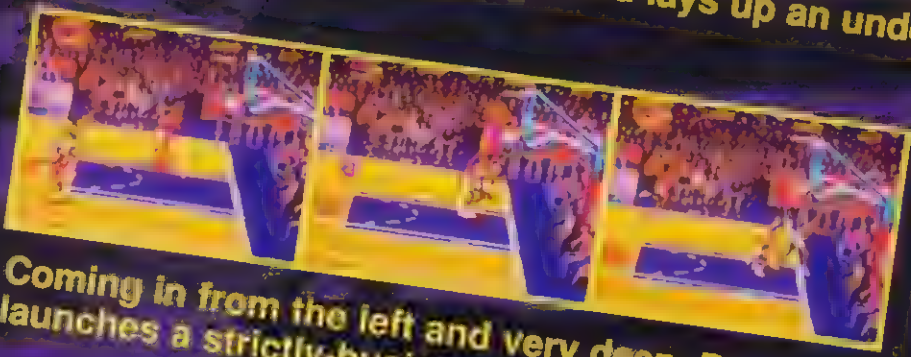




Charles Barkley enters the key two ticks into the paint and from right to left before taking off for a one-armed power stuff.



Barkley takes off before he enters the paint from the right side and lays up an underhand shot.



Coming in from the left and very deep, Barkley launches a strictly-business forward stuff.

BRADY GAMES RATINGS



116

It's an NBA JAM Thing



KEVIN JOHNSON

Position:

Guard

Nickname:

KJ

Vital Stats:

Kevin Maurice Johnson, born March 4, 1966 in Sacramento, CA. 6'1", 190 pounds

College Hoops:

California. 14.0 ppg, .477 FG%

NBA Draft:

7th in 1987

NBA Career:

1987-88 Cleveland; 1988-1993 Phoenix. 18.4 ppg, .496 FG%, .189 3-pt. FG %. NBA Most Improved Player 1989. All-NBA 2nd Team 1989-91. All-NBA 3rd Team 1992. Also selected by the Oakland A's in the 1986 free agent draft; he played two games as a minor league shortstop in 1986

1992-93 Season:

16.1 ppg, 7.8 apg, .499 FG%

Rep:

Quick, smart, and a good team player. He has adapted well to the glare of Charles Barkley's Sun-shine, reducing his penetrations and concentrating more on feeding Sir Charles. He takes good care of business on the defensive end of the court. His best shot is a short jumper.

Chalk Talk:*Ugly Shot!* Don't shoot when it's a long-distance call. He has a lifetime .189 percentage from downtown

NBA JAM RATINGS

SPEED

3-POINTERS

DUNKS

DEFENSE



Teammates: As an elbow sends Barkley flying, Kevin Johnson receives a pass at the upper-left corner of the key. KJ moves down the left side of the paint and launches two ticks into the paint.



KJ goes up the center of the key and takes off two steps into the paint for a twisting backward jam.



Another up-the-middle jam, but this time KJ takes off just over the free-throw line, and the result is a face-forward stuff.

BRADY GAMES RATINGS

SCORING

BALL HANDLING

DOWNTOWN

DEFENSE

ONE-MAN TEAM



CLYDE DREXLER

Position:

Guard

Nickname:

Clyde the Glide

Vital Stats:

Born June 22, 1962 in New Orleans, LA. 6'7", 222 pounds

College Hoops:

Houston. 14.4 ppg, .538 FG%

NBA Draft:

14th in 1983

NBA Career:

1983-1993 Portland. 21.5 ppg, .485 FG%, .285 3-pt. FG%. All-NBA 1st Team, 1992. All-NBA 2nd Team 1988, 1991. All-NBA 3rd Team 1990.

1992-93 Season:

19.9 ppg, 5.7 apg, .429 FG%

Rep:

Among the best athletes in the league when he is healthy. Doesn't stand still very often. Look for him running and jumping when the clock is moving.

Very quick; uses his speed to make big plays. On defense, can appear out of nowhere to block shots and force turnovers.

Oops! Gives up a lot of turnovers and forces some shots.
Chalk Talk:

NBA JAM RATINGS

SPEED

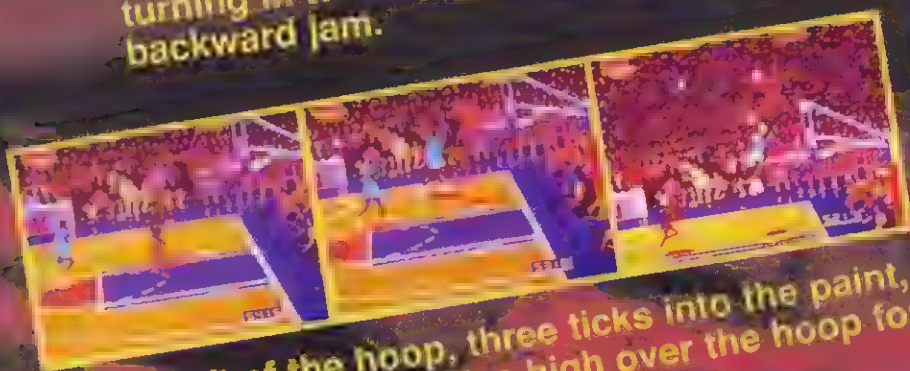
3-POINTERS

DUNKING

DEFENSE



Clyde Drexler dribbles just outside the right side of the paint, turning in two ticks toward the basket and launching a knees-up backward jam.



To the left of the hoop, three ticks into the paint, Drexler takes off and flies high over the hoop for a backboard-rattling one-handed jam.

BRADY GAMES RATINGS



Drexler defies gravity with a backward jam.



120

It's an NBA 1AM Thing

PERRY PORTER



Position:

Guard

Vital Stats:

Born April 8, 1963 in Milwaukee, WI. 6'3", 195 pounds

College Hoops:

Wisconsin-Stevens Point. 13.5 ppg, .589 FG%

NBA Draft:

24th in 1985

NBA Career:

1985-1993 Portland. 19.1 ppg, .488 FG%, .380 3-pt. FG%.

1992-93 Season:

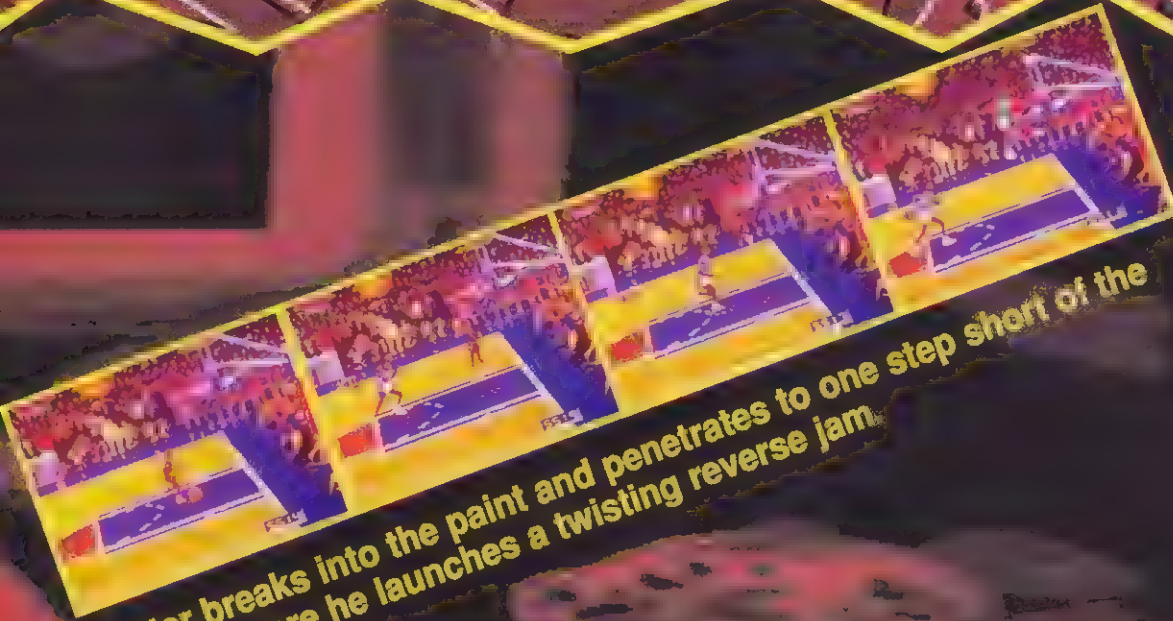
18.2 ppg, 5.2 apg, .454 FG%

Rep:

Deadly from 3-point range. Plays highly physical defense. His presence on the court is always noted.

Chalk Talk:

Little Guy! Can be outplayed on defense by the bigger guards. Scores in streaks.

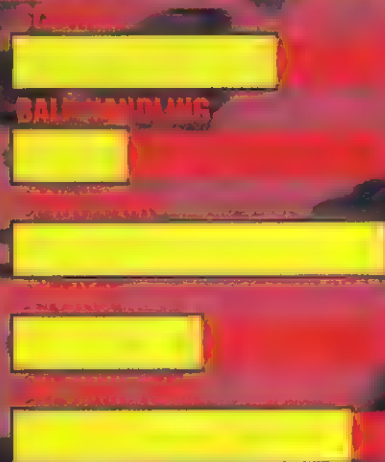


Porter breaks into the paint and penetrates to one step short of the basket where he launches a twisting reverse jam.

NBA JAM RATINGS



BRADY GAMES RATINGS



WAYMAN TISDALE

**Position:**

Forward, Center

Vital Stats:

Wayman Lawrence Tisdale, born June 9, 1964 in Tulsa, OK. 6'9", 260 pounds

College Hoops:

Oklahoma. 25.6 ppg, .578 FG%

NBA Draft:

2nd pick 1985

NBA Career:

1985-88, Indiana. 1988-1993 Sacramento. 17.1 ppg, .511 FG%, .000 3-pt. FG%.

1992-93 Season:

16.6 ppg, 1.4 apg, .509 FG%

Rep:

His best shot is a turnaround jumper from either baseline. He can also take the ball to the rim.

Able to occupy a big spot on the floor in the low post, and score from there.

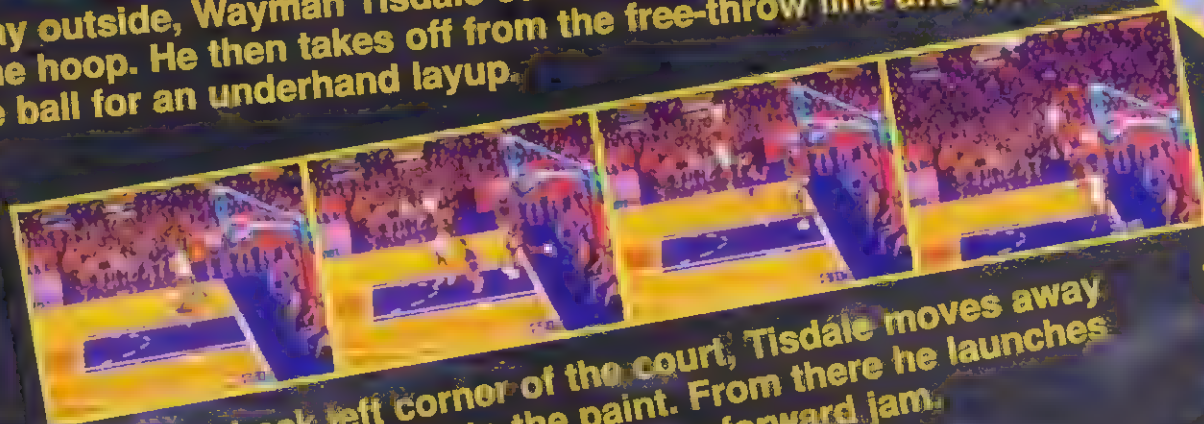
Chalk Talk:*Hello, Long Distance?* The bad news is he can't buy a 3-pointer. He has *never* sunk one in the NBA. The good news is he knows enough not to try. He has attempted only 21 3-pointers in eight seasons.

NBA JAN RATINGS





From way outside, Wayman Tisdale comes down the sideline to the left of the hoop. He then takes off from the free-throw line and then lofts the ball for an underhand layup.



From the back left corner of the court, Tisdale moves away from the basket and into the paint. From there he launches and twists back toward the net for a forward jam.

BRADY GAMES RATINGS

SHOOTING



BALL HANDLING



Tisdale jostles for position in the low post and then launches beneath the basket for a Turbo-assisted overhead jam.



MITCH RICHMOND

Position:

Guard

Vital Stats:

Mitchell James Richmond, born June 30, 1965, Fort Lauderdale, FL. 6'5", 215 pounds

College Hoops:

Kansas State. 20.7 ppg, .483 FG%

NBA Draft:

5th in 1988

NBA Career:

1988-1992 Golden State; 1992-1993 Sacramento. 22.5 ppg, .480 FG%, .370 3-pt. FG%. NBA Rookie of the Year, 1989. NBA All-Rookie 1st Team, 1989.

1992-93 Season:

21.9 ppg, 4.9 apg, .474 FG%

Rep:

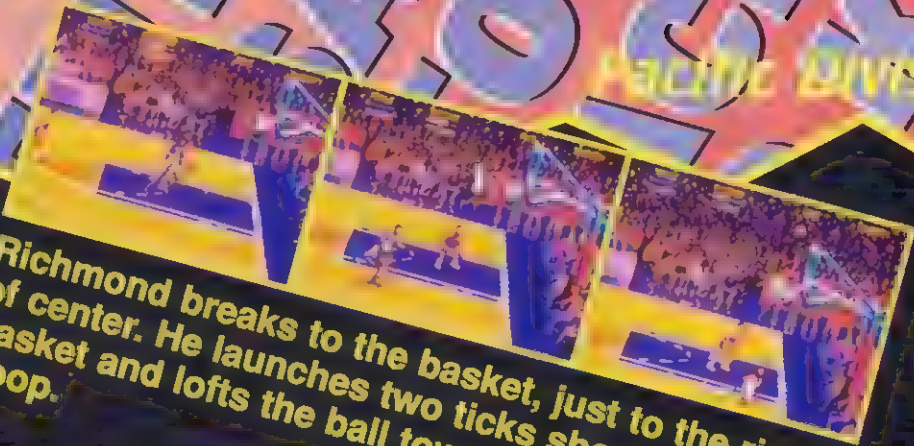
Plays real tough. Can play the low post, or move to the outside and plant a 3-pointer with relative ease. He had academic troubles in school. "I had to do some making up. So I went to every school that was open in the summer: summer school, night school, vocational school. I eventually got better at school, because I knew that I had to if I wanted to play sports."

Chalk Talk:

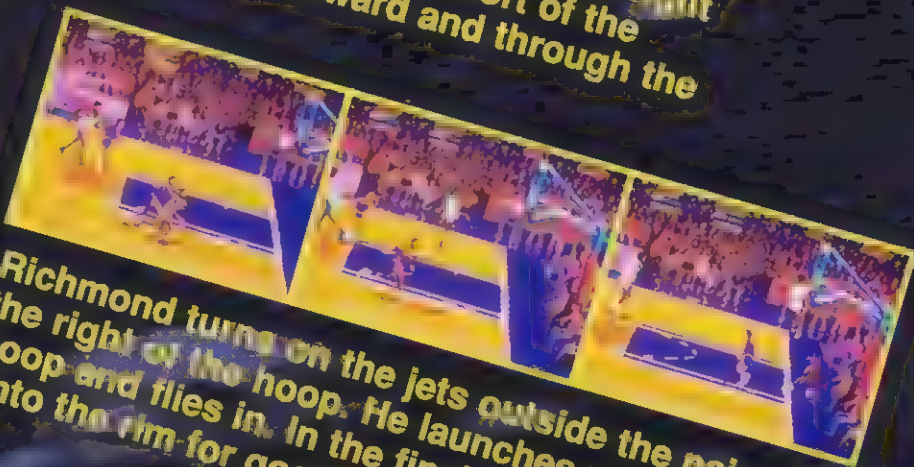
Look Out!
His passing is above average for 2-guards in the NBA, and his ball-handling is very consistent.

NBA JAM RATINGS





Richmond breaks to the basket, just to the right of center. He launches two ticks short of the basket and lofts the ball toward and through the hoop.



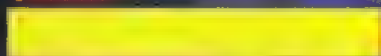
Richmond turns on the jets outside the paint to the right of the hoop. He launches midway to the hoop and flies in. In the final frame, he holds onto the rim for good measure.



Richmond is on fire with this jam!

BRADY GAMES RATINGS

SCORING



BALL HANDLING



DOWNTOWN



DEFENSE



ANY MORE QUESTIONS?



SHAWN KEMP



Position:

Forward

Vital Stats:

Shawn T. Kemp, born Nov. 26, 1969 in Elkhart, IN.
6'10", 245 pounds

College Hoops:

Did not play college ball

NBA Draft:

17th in 1989

NBA Career:

1990-1993 Seattle. 13.8 ppg, .498 FG%, .129 3-pt. FG%.

1992-93 Season:

17.8 ppg, 2 apg, .492 FG%

Rep:

He's already a superstar, and he's only 24. A spectacular dunker. He can also block shots with the best. His quick hands on defense give him more than his share of steals and deflections.

Not much subtlety to his game, but he doesn't seem to need it. "It's like trying to control a hurricane," says fellow Sonic Michael Cage. "You can see Shawn coming a mile away, but you still can't stop him."

Chalk Talk:

Elbows Out! He loses a lot of game time with foul troubles, although that doesn't matter in NBA JAM, does it?

Far Out! Don't waste a button push on treys. He has shot .129 for his career from outside the stripe. Doesn't have much of an outside shot.

Look Out! A mediocre passer. Sometimes goes for the flash, overlooking the substance of the game.

NBA JAM RATINGS

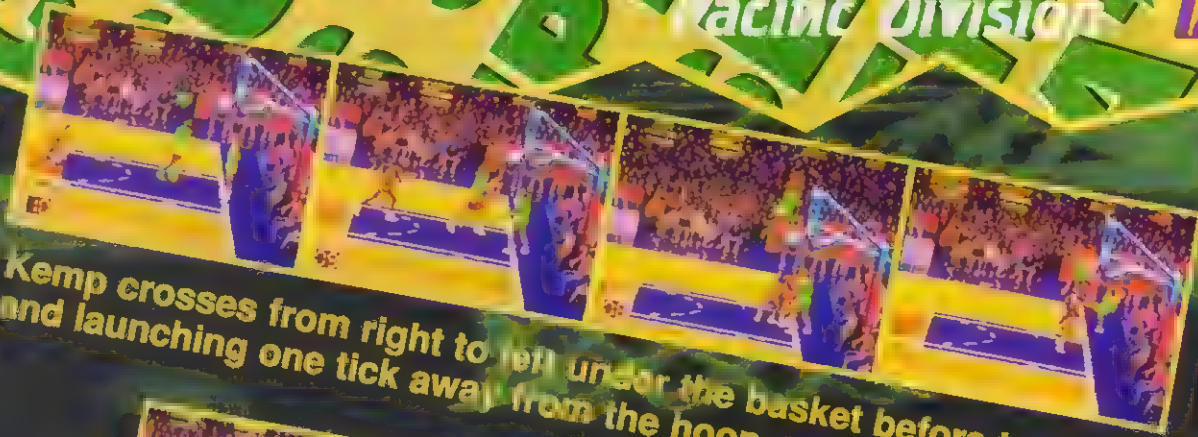
SPEED

3-POINTERS

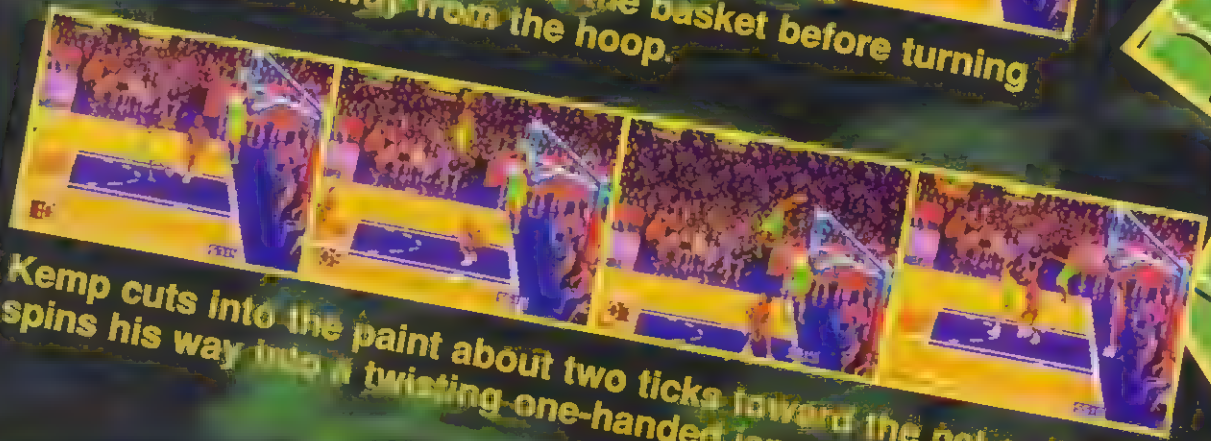
DUNKS

DEFENSE





Kemp crosses from right to left under the basket before turning and launching one tick away from the hoop.



Kemp cuts into the paint about two ticks toward the net and then spins his way into a twisting one-handed jam.



Kemp takes off just in front of the hoop and flies to—and through—the backboard. Shattered backboards most often occur with power jams in the fourth period.

BRADY GAMES RATINGS

SCORING

BALL HANDLING

SHOOTING

DEFENSE

ONE MORE TEAM



DETLEF SCHREMPF

Position:

Forward

Vital Stats:

Born January 21, 1963 in Leverkusen, West Germany. 6'10", 230 pounds.

College Hoops:

Washington

NBA Draft:

8th in 1985

NBA Career:

1985-88 Dallas; 1988-93 Indiana; 1993 Seattle. 13.3 ppg, .494 FG%, .314 3-pt. FG%. Member of West German Olympic Team 1984, German Olympic Team 1992.

1992-93 Season:

19.1 ppg, 6 apg, .476 FG%

Rep:

An all-around fine player who can score from the perimeter or from under the basket.

He moves somewhat slowly against smaller and quicker opponents. Defensively, however, opposing forwards shot only 42% against him in the 1992-93 season.

Chalk Talk:*Inside News.* He lacks a good jump shot.

NBA JAM RATINGS

SPEED**3-POINTERS****DUNKS****DEFENSE**



Detlef Schrempf comes toward the hoop to the right of the paint, cutting in and launching two ticks past the free-throw line.



Schroeder picks an affirmative rebound to the left of the hoop and Matt gets back up again for a shot in January.

SCORING

BALL HANDLING

DEFEND

DNE-1000

Notes from the NBA JAM Arcade Pros

Not all of the machines in the arcades are the same. We're not just talking about the size of the screen or the number of quarters per period your local arcade owner charges. There have been several releases of the game to arcades. The biggest groups are version 2.0 and 3.0, which featured bug fixes and updates.

Much of the difference between version 2.0 and 3.0 involves the special characters and hidden games within *NBA JAM*. Specifically, the secret Tank Game does not always work reliably in the early version of the software and has some confusing effects for the jersey colors of visiting players.

To see if the machine you are playing uses version 2.0 or 3.0, enter the code to play as one of the hidden players of the game (for example, Mark Turmell, the lead designer), and choose a team other than the LA Lakers. If Turmell appears in a Lakers purple uniform, the machine uses the old software. If he appears in the uniform of the team you have selected, the software has been updated.

The following information concerns the basic moves on offense.

Shoot. Press and hold the Shoot button. The shot occurs when you release the button. (The most accurate shot comes when you time the button press at the moment when your player is at the top of his jump.)

COACHING TIP

When the ball is shot, always watch the ball. You can't see the ball until it's in the air. Watch the ball until it's in the air. Watch the ball until it's in the air.

When Strong is in the Super Dunk

Turbo Pass. Press the Pass button together with the Turbo button for a fast and accurate pass which is more difficult to intercept.

Dunk. Run toward the basket and press the Shoot button within scoring range.

Layup. Run toward the hoop and then press and release the Shoot button before reaching dunking range. The line between layup and dunk takeoffs varies depending on the dunking ability of each player.

COACHING TIP

When you play, it's important to have a good sense of the game. Try to anticipate your opponent's moves. Try to anticipate your opponent's moves.

Use your head to pass your ball and get open

Throw Elbows. You can clear some room for your charging player by throwing your elbows around. Tap the Turbo button several times, or tap the Shoot button for a Head Fake with elbows flying.

Alley-Oop. One of the classic plays of basketball is a coordinated play with a long pass to a player who jumps toward the hoop to dunk the ball as he receives it. In *NBA JAM*, this is possible in a 2-player cooperative game. Player 1 passes the ball to a player under the hoop, who jumps to catch the pass and then dunks. Performing an Alley-Oop on a 1-player team is more a matter of luck; if the computer moves your teammate near the basket, try a Turbo pass.

COACHING TIP

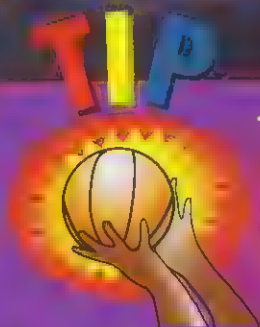
When you play, it's important to have a good sense of the game. Try to anticipate your opponent's moves. Try to anticipate your opponent's moves.

Take advantage of your awareness

COACHING TIP

When you play, it's important to have a good sense of the game. Try to anticipate your opponent's moves. Try to anticipate your opponent's moves.

Give your opponent a head fake to get open for a shot



The strongest team in the arcade version of *NBA JAM* may be the Detroit Pistons. Not because of their particular accomplishments on the court, but because of the rooting interests of some of the designers of the game.

The following information concerns the basic moves on defense.

Stealing the Ball. Come up close to your opponent and tap the Steal button to attempt to knock the ball out of his hands.

Knock Down. Come close to your opponent, press the Turbo button, and tap the Steal button to knock down your opponent. When he falls, he may lose control of the ball, or he may hold on and stand up again.

Block a Shot. Press and hold the Shoot button to block an opponent's shot. Press and hold the Turbo button and then press the Shoot button for a super-high jump. Timing is critical—you must jump as the other man takes off.

Rejecting a Dunk. To deny a rampaging dunker, position your defender between the man with the ball and the hoop. Then jump up to block the shot as the other player starts to descend toward the basket.

Rebound. If you are in rebounding range, your player automatically attempts to grab the ball. To force a rebound attempt, move toward the ball and press the Shoot button.

Super Dunk Map

The type of dunk you produce depends upon the speed with which you approach the basket, the angle you cut through the

key, the abilities of the player, and the timing of pressing the button. In any case, you must be moving toward the hoop in order to launch a dunk.

The following are some of the dunks in the arcade version of *NBA JAM*. They are very similar or identical to those in the cartridge games.

Back Jam. Press and hold the Shoot button when your player is directly beneath the basket.

Two-handed Jam. Turbo run to the basket. Then jump and press and hold the Shoot button while your player is above the hoop.

Tomahawk Jam. There are several types of chopping or windmill over the top of the head jams. To launch a Tomahawk Jam, Turbo run directly below the hoop and then press and hold the Turbo and Shoot buttons.

360-degree Spin Dunk. Press and hold the Shoot button as your player goes 2 ticks into the paint.

Helicopter Slam. Cross into the key near the third tick mark. Press and hold the Turbo and Shoot buttons to spin your shooter twice in midair as he approaches the rim.

Baby Jam. Turbo run toward the paint and press and hold the Shoot button just before you enter the key between the second and third ticks. Your player soars above the hoop with his knees tucked under him.

TIP



Pay attention to the "ticks" that divide up the basketball key. Most keys have

four dashed lines between the free-throw line and the basket. You can mark your location in the paint for dunk takeoffs.

Hang on the Rim. For a spectacular jam that ends with your player hanging on the rim, Turbo run toward the key at the third tick. Then press and hold the Shoot button outside the paint.

When Time Is Short

In a basketball game, the period or game is over when the clock hits zero, unless the ball is in the air toward the basket. If a shot drops through the hoop after time has expired, the scoreboard records two or three points. Therefore, be sure to put up a shot—from anywhere—as the clock reaches about one second.

Attempting a dunk with a few seconds left is a risky decision. If the clock reaches zero and the ball is still in your hand—and that includes hang time over the rim—the bucket does not count.

If you are ahead by one or two baskets as the end of a period or the game nears, it may make sense to eat up the time on the clock by stalling. You can run a pattern in circles in your forecourt or backcourt. There is no Backcourt Violation rule in *NBA JAM*, so feel free to move back and forth across the center line. Watch out for an attempted steal by the other team, and remember that you must launch a shot within the 24 seconds on the shot clock.

If you are playing against the computer, you usually can burn 10 or 15 seconds by standing still with the ball in the backcourt. The computer forces you to move when there are about 5 seconds remaining on the shot clock, so prepare to pass or shoot at that time.



The shot clock violation that ended the NBA game.

Secrets of the Game

The arcade version of *NBA JAM* includes more than 20 secret codes that let you alter the way the game plays or change the

appearance of the players. There also are more than a dozen hidden players in the game.

All of the codes are entered at the **Tonight's Match-up** screen that appears after you have selected your teams and just before the tip-off.

Big Head. Changes the appearance of your players to put an extra-large head on their bodies. To turn on this effect, hold the joystick Up and press and hold the Turbo and Steal buttons. Keep the buttons pressed until the tip-off.

Power-up Offense. Tap the Steal or Block button 21 times to improve your ability to score and move the ball. That's 21 taps—not 20 or 22—and it's not all that easy.

Power-up Intercept. Hold the joystick Down and press and hold all three buttons to improve your chances of intercepting a pass.

Power-up Defense. Tap the Steal or Block button 8 times to increase your team's defensive ability.

Power-up Defense and Intercept. This lets you create a superior defensive squad with powered-up defense and intercept abilities. Tap the Shoot button 7 times and at the same time the Down position on the joystick and all three buttons.

Power-up Defense and Big Head. Tap the Turbo button 6 times. Then press and hold the Turbo and Steal buttons and position the joystick in the Up position.

Turn Off Computer Assistance. The computer program for *NBA JAM* is written in a way that tends to even out the play. If your team gets a large lead, the computer handicaps your

TIP



Some arcades may have chosen to turn on Big Heads for all players. If so, then entering this code turns off that special effect.

shooting to make it harder for you to score and easier for your opponent. To turn off the assistance in any head-to-head game, tap the Turbo button 10 times.

Turn Off Computer Assistance and Turn On Power-up Intercept. Tap the Turbo button 7 times, and then hold the Turbo, Pass, and Shoot buttons. Finally, press and hold the joystick in the Down position.

Turn Off Computer Assistance and Add Big Head. Tap the Turbo button 8 times, then press and hold the Turbo and Steal buttons. Finally, press and hold the joystick in the Up position.

Turn On Learning Mode. Rotate the joystick in a clockwise direction and at the same time rapidly tap all three buttons. (It might help to have a friend pitch in.) Continue this until tip-off. When Learning Mode is on, the computer inside the arcade game displays a small number beneath the credit counter. The number represents the percentage chance, from 01 to 99, that a particular shot is a success. (It does not apply to dunks.) This mode is part of the programming for the game. If you are really attentive, you

can learn where the "sweet spots" are for each of the players. Find the 99% spots and go there for better chances at buckets.

TIP



The shooting percentage increases when your player is "on fire", and decreases if you have a large lead and Computer Assistance is in effect.

The Super Secret Game

To play the short, hidden Tank Game within the *NBA JAM* arcade game, players 1 and 2 must hold down all three buttons and press the joystick Down at the Match-up screen.

Player 1 controls a tank with the joystick. Move the tank in any direction and fire by pressing any button. Your goal is to survive to the end of the short game period. If your tank is hit too many times it is destroyed and the game is over.

If you make it to the end of the Tank Game, the message **All Players Power-up** appears on-screen. You then go to the tip-off, with full extra powers including Big Head, Defense, Offense, and Intercept Power-ups.

Super Secret Hoop Stars

Did you know you can play as Mark Turmell, Sal Divita, or George Petro?

You can play as one of the hidden players by entering his initials and birthday at the start of the game. The following are some of the available secret players:

GNP	October 8	George N. Petro, lead designer of Terminator 2: Judgment Day video game.
HOW	July 15	Stephen Howard, ringer who played part of a season with the Utah Jazz.
JMC	August 5	Carlton, a talented smaller player.
JRN	June 18	Newcomer.
JWH	September 20	Jon Hey, another designer of the game.
MJT	March 22	Mark J. Turmell, lead programmer for the arcade version of NBA JAM. Ratings include good 3-point shooting and slightly reduced dunking and defense.
RJR	January 17	Jamie Rivett, designer of NBA JAM.
SAL	February 1	Sal Divita, one of the artists for NBA JAM (and Mortal Kombat). High speed and defensive ratings.
SL	June 24	Shawn Liptak, another NBA JAM designer.
SNO	January 3	Oursler.
TDS	July 2	Ballplayer Tony Scott, performed some dunks digitized for the game.
TWG	December 7	Goskle.
WIL	January 1	Air Morris, a high dunk rating, but reduced 3-point chances.

Tournament Edition (Arcade)

You can make adjustments to the screen and game by using these secrets:

Big Head. At the Match-up screen, hold the joystick in the upright position and then press the Turbo and Pass buttons as the screen fades to change the size of your player's head.

Quick Hands and Intercept. At the Match-up screen, tap any button at least 5 times before the screen starts to fade. Hold the joystick down and press Shoot as the screen fades.

Expanded Roster. To expand your current roster, go to the Team Select screen. Next, tap the Pass button 3 times, hold it down, swirl the joystick 360°, and tap Pass 1 time.

Get Away with Goaltending 70% of the Time. Go to the Match-up screen. Then tap any button(s) exactly 24 times before the screen fades.

Swap Team at Half—Power-Up. At the Substitution screen, hold the joystick to the right and press Pass for 2 seconds.

Computer Assistance Off (Override Operator Setting). At the Match-up screen, tap any button(s) exactly 10 times. With Computer Assistance off, it is easier for you to hold a lead. With it on, the computer makes it harder for you to score but easier for your opponent.

Set Tournament Mode (No Power-Ups or Secret Guests). At the Match-up screen, hold the joystick to the right and hold all 3 buttons down before the screen fades.

Shot Percentage. To find out where the "hot spots" on the court are for your players, at the **Match-up screen** swirl the joystick 360°. Then tap any button(s) 15 times.

Huge Head Size. To make your player's head even larger at the **Match-up screen** press up three times while holding Turbo and Pass and push the Shoot Button six times.

This edition differs from the regular arcade version in that there are more players on each team (at least 3). You can access more players on certain teams by using the Expanded Roster secret codes. There also are 4 new player attributes in the Tournament Edition including Steals, Passing Ability, Blocking Defense, and Clutch. You also can place some of the superstars of the NBA on any team you please by using these codes:

D,O,M	,04,16	:Wilkins	Dominique Wilkins
Z,O,[spc]>	,02,08	:Mourning	Alonzo Mourning
Type Z, then O, then the Space Bar			
Z,E,K	,04,30	:Thomas	Isiah Thomas
H,A,K	,01,21	:Olujuwon	Hakeem Olajuwon
P,I,P	,09,25	:Pippen	Scottie Pippen
W,E,B	,03,01	:Webber	Chris Webber
R,O,B	,08,06	:Robinson	David Robinson

Hidden Players

Enter the following code to play against some of the programmers and other hidden characters in NBA JAM.

Code	Date	Code	Date
MDP	JAN. 13	TOB	AUG. 24
DOZ	DEC. 01	LIZ	APR. 30
PNB	FEB. 23	TON	JULY 26
ONP	OCT. 01	TOH	MAY 13
OMH	JULY 2	JRN	JUNE 18

Code	Date	Code	Date
TWG	DEC. 7	JWH	SEPT. 20
SNO	JAN. 3	SAL	FEB. 1
JMC	AUG. 5	WMN	NOV. 11
RJR	JAN. 17	MJT	MAR. 22
WIL	JAN. 1	SL	JUNE 24
HOW	JULY 15	LOR	FEB. 20
KER	OCT. 10		

Baby Mode

During Tonight's Matchup screen, hold down right and push Turbo, Shoot, Steal, Turbo, Shoot, Steal, Turbo, Shoot, Steal, and you'll be playing in Baby Mode.

Huge Heads

Press Up 3 times while holding Turbo and Pass, and push the Shoot button 6 times.

These codes work on version 1.0 and may not work on newer versions of NBA JAM.

Note: Be sure to turn on the Effects Switch before Up-off.

Playing with the Scorekeeper

Code	Power Up
SGFB-3EVN + NWFB-36BT	Visitor baskets worth 1 point more
SGFB-3JVN + NWFB-36BT	Visitor baskets worth 2 points more
SGFB-3NVN + NWFB-36BT	Visitor baskets worth 3 points more
SGFB-3TVN + NWFB-36BT	Visitor baskets worth 4 points more
SGFB-3YVN + NWFB-36BT	Visitor baskets worth 5 points more
SGFB-3ZVN + NWFB-36BT	Visitor baskets worth 6 points more
SGFB-36VN + NWFB-36BT	Visitor baskets worth 7 points more
SGFB-3AVN + NWFB-36BT	Visitor baskets worth 8 points more
SGFB-3EV6 + NWFB-36CA	Home baskets worth 1 point more
SGFB-3JV6 + NWFB-36CA	Home baskets worth 2 points more

Code	Power Up
SGFB-3NV6 + NWFB-36CA	Home baskets worth 3 points more
SGFB-3TV6 + NWFB-36CA	Home baskets worth 4 points more
SGFB-3YV6 + NWFB-36CA	Home baskets worth 5 points more
SGFB-3ZV6 + NWFB-36CA	Home baskets worth 6 points more
SGFB-36V6 + NWFB-36CA	Home baskets worth 7 points more
SGFB-3AV6 + NWFB-36CA	Home baskets worth 8 points more

Playing with Power

Code	Power Up
RGPV-46Y2	Super defensive ability for all players
BWPV-4A74	Super interception ability for all players
BWPV-4A8W	Super dunk ability for all players
BWPV-4A7C	All players are always "on fire"
BWRB-4A2C	Unlimited Turbo for all players
BWRB-4A24	"Juice" mode
BWPV-4A9J	Shot success percentage displayed for non-dunk shots

More Time

Code	Power Up
AA4V-J8N0	Timer counts down slower than setting 1
AA4V-K8E0	Timer counts down very slowly
AA4V-J860	Timer counts down faster than setting 5
AA4V-K860	Timer counts down very fast

Note: For all timer codes, 0 = 30 seconds.

Burning Desires

Code	Power Up
AAEV-LADR	Need 1 basket to be "on fire"
AAEV-LADR	Need 2 baskets to be "on fire"
AWEV-2AFG + ANEV-LADR	Need 4 baskets to be "on fire"
A0EV-2AFG + ATEV-LADR	Need 5 baskets to be "on fire"
A4EV-2AFG + AVEV-LADR	Need 6 baskets to be "on fire"
A8EV-2AFG + A2EV-LADR	Need 7 baskets to be "on fire"
BCEV-2AFG + A6EV-LADR	Need 8 baskets to be "on fire"
BGEV-2AFG + BAEV-LADR	Need 9 baskets to be "on fire"
BLEV-2AFG + BEEV-LADR	Need 10 baskets to be "on fire"
BLEV-2A9T	Players 1 and 3 stay "on fire" when the other team scores
BLFB-2A2A	Players 2 and 4 stay "on fire" when the other team scores

Turbo Tips

<i>Code</i>	<i>Power Up</i>
AC2B-JACT	Turbo bar does not restore until next quarter
AC2B-J6CT	Turbo bar restores extremely slow
AC2B-KLCT	Turbo bar restores much slower
AC2B-K4CT	Turbo bar restores slower
AC2B-JAWT	Turbo bar restores faster
AC2B-KAWT	Turbo bar restores much faster
AC2B-JDCT	Turbo bar restores extremely fast
ABWB-LJA6	Player 1's Turbo drains very slowly
ABWB-LWA6	Player 1's Turbo drains slower
ABWB-MAA6	Player 1's Turbo drains slightly slower
ABWB-LEJ6	Player 1's Turbo drains slightly faster
ABWB-L4J6	Player 1's Turbo drains faster
ABWB-MTJ6	Player 1's Turbo drains very fast
ABWB-LJDT	Player 2's Turbo drains very slowly
ABWB-LWDT	Player 2's Turbo drains slower
ABWB-MADT	Player 2's Turbo drains slightly slower
ABWB-LEMT	Player 2's Turbo drains slightly faster
ABWB-L4MT	Player 2's Turbo drains faster
ABWB-MTMT	Player 2's Turbo drains very fast
ABWB-LJGE	Player 3's Turbo drains very slowly
ABWB-LWGE	Player 3's Turbo drains slower
ABWB-MAGE	Player 3's Turbo drains slightly slower
ABWB-LERE	Player 3's Turbo drains slightly faster
ABWB-L4RE	Player 3's Turbo drains faster
ABWB-MTRE	Player 3's Turbo drains very fast
ABWV-LJA2	Player 4's Turbo drains very slowly
ABWV-LWA2	Player 4's Turbo drains slower
ABWV-MAA2	Player 4's Turbo drains slightly slower
ABWV-LEJ2	Player 4's Turbo drains slightly faster
ABWV-L4J2	Player 4's Turbo drains faster
ABWV-MTJ2	Player 4's Turbo drains very fast

Super Code!

Enter the following code on your Game Genie:

TBXV-4DC4 + 97XV-4BC6 + RFBB-46X6

Then begin your NBA JAM game and enter AA as your initials. You'll be rewarded with a full set of power-ups.

Super NES Game Genie Codes

Playing with the Scorekeeper

Code	Power Up	Code	Power Up
BBCC-0F6F	Visitor baskets worth 1 point	BBC6-A7AF	Home baskets worth 1 point
34CC-0F6F	Visitor baskets worth 2 points	34C6-A7AF	Home baskets worth 2 points
30CC-0F6F	Visitor baskets worth 3 points	30C6-A7AF	Home baskets worth 3 points
39CC-0F6F	Visitor baskets worth 4 points	39C6-A7AF	Home baskets worth 4 points
35CC-0F6F	Visitor baskets worth 5 points	35C6-A7AF	Home baskets worth 5 points
36CC-0F6F	Visitor baskets worth 6 points	36C6-A7AF	Home baskets worth 6 points
3CCC-0F6F	Visitor baskets worth 7 points	3CC6-A7AF	Home baskets worth 7 points
3ACC-0F6F	Visitor baskets worth 8 points	3AC6-A7AF	Home baskets worth 8 points

Burning Desires

Code	Power Up	Code	Power Up
D4BD-3038+D4BA-C948	Need 2 baskets to be "on fire"	D6BD-3038	Need 8 baskets to be "on fire"
D0BD-3038	Need 4 baskets to be "on fire"	DBBD-3038	Need 9 baskets to be "on fire"
D9BD-3038	Need 5 baskets to be "on fire"	DCBD-3038	Need 10 baskets to be "on fire"
D1BD-3038	Need 6 baskets to be "on fire"	D4BD-3038	Need 2 baskets to stay "on fire"
D5BD-3038	Need 7 baskets to be "on fire"		until an opponent goes "on fire"

Turbo Tips

Code	Power Up	Code	Power Up
DDE1-3C2A	Turbo bar does not restore until next quarter	6FE1-3C2A	Turbo bar restores extremely fast
D3E1-3C2A	Turbo bar restores very slowly	D0E9-38FA	Turbo drains very slowly
F9E1-3C2A	Turbo bar restores much slower	D6E9-38FA	Turbo drains slower
F2E1-3C2A	Turbo bar restores slower	FDE9-38FA	Turbo drains slightly slower
0DE1-3C2A	Turbo bar restores faster	44E9-38FA	Turbo drains slightly faster
9DE1-3C2A	Turbo bar restores much faster	42E9-38FA	Turbo drains faster
		76E9-38FA	Turbo drains very fast

Playing with Power

Code	Power Up	Code	Power Up
D8E7-C448	Super Dunk ability for all players	D8ED-C418	Super intercepts by all players
D6E1-CF38	Unlimited Turbo for all players	D6E5-C718	"Juice" mode
D6E9-CD18	All players always "on fire"	D6E4-CDC8	Shot success percentage displayed for non-dunk shots

NBA JAM™

**SECRET
CODES!**

DISH SWISH

SPIN JAM SLAM

**FULL ACTION
photos of
54 NBA STARS**

Reveal your player's HOT SPOT

Play Monster DEFENSE

Get on TURBO—FULL TIME

CATCH FIRE!!!

GOALTEND and not get caught!

\$9.95 USA \$12.95 CAN



7 52073 61454 6

ISBN 1-56686-145-4



9 0000

9 781566 861458

BradyGAMES

Category: Games
User Level: All Ages
Covers: Sega Genesis,
SNES, and Both Arcade Versions

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!